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N64 MAGAZINE FOR NINTENDO 64 FANS

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GOLDENEYE spymaster competition





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# HOW N64 MAGAZINE WORKS

## N64 Magazine is the best Nintendo magazine money can buy. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!






# WELCOME TO N64 MAGAZINE

**It's five-to-midnight on the day that N64 Magazine has to be finished. There's only one thing left to write – this bit – and the whole of the N64 team are sitting at their desks, tapping their feet and twiddling their thumbs impatiently.**
**"Have you done that intro, yet?" demands Andrea.**
**"It's got to be at least as good as Jonathans', you know" warns Tim.**
**"But completely original and different" chimes in Paul.**
**"With no mention at all of caterpillars" adds Jes. Thanks, chaps.**

You can understand their impatience, really – this N64 First Birthday issue has been a whirl of cake, party poppers, celebrations and – of course – games. We've had our entire cart library out of the cupboard to judge the N64 First Birthday Awards and choose our greatest N64 game of all time. It was a real struggle to come to any kind of agreement but you can see the results of our deliberations starting on page 48.

*"Have you finished it yet?"*

Tim's still a bit hyper after infiltrating Rare's secret Twycross bunker and getting an exclusive interview with the team behind *GoldenEye 007*. It was a bit of a scary experience for him, but he got some answers to his questions, and Rare's security squad let him back out through the gates with only a cursory frisking. Jes, meanwhile, still has the look of a bar room brawler after getting to firm grips with *Fighters Destiny* and beating it into submission. Wil's not been well with flu, but he still had the strength to investigate *Holy Magic Century*, and Andrea's been whipping us all into shape as usual. Paul's plant put on another leaf as well, so it's been a great month for him, too.

I've been worrying about how we were going to make room for all our other reviews, along with three great competitions, a Swiss guide to buying cheap games, loads of tips and two 'How to…' features on *FIFA '98* and *Diddy Kong Racing*. But we seem to have managed it, luckily. Oh, and there's a great free book on the cover as well – I hope you got it ok.

*"We're waiting."*

Yes, yes already – I'm finished. Enjoy the issue.

**JAMES ASHTON**
**EDITOR**




GO! GO!

# CONTENTS

## Happy Birthday N64!




### Join in the party celebrations (and cake) as we:

- Reveal the greatest N64 game of all time. Plus! The nine others that you simply *must* own.
- Infiltrate Rare's top secret silo for an exclusive interview with the developers of *GoldenEye*.
- Attempt to discover who exactly is the best *GoldenEye* agent in Britain in our Spymaster competition.
- Set 10 N64 challenges you should have achieved by now.
- Discover the trials and traumas of launching this very mag. Phew.



## N64 MAGAZINE ARENA

Reviewed, rated... and completed!

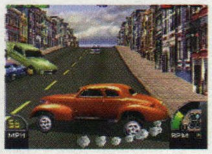












## IMPORT ARENA

The latest Japanese and American games.









# Contents

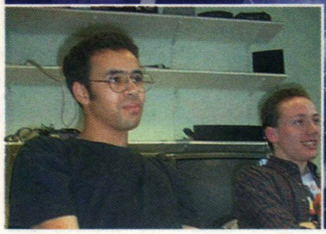
## PLANET 64
News from the world of Nintendo 64

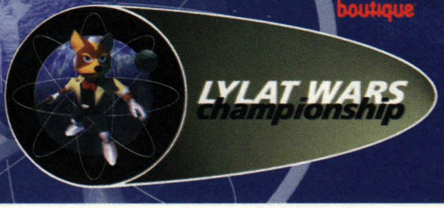


## N64 MAGAZINE HOW TO...
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## REGULARS

# 10 SNOW

Whilst the big reputations of *Zelda 64*, *F-Zero X* and *Banjo-Kazooie* might have stolen much of the thunder at last November's Space World, there was no denying that *1080° Snowboarding*, Nintendo's fourth show game, looked and play as sensationally as any of them. Its subject matter meant it trailed some way behind Link in the 'most wanted' stakes but, equally, as this snowfall of new shots prove, *1080°* is going to be brilliant, hyped up or not.

At Space World though, it appeared *1080°* had no direct competition, knocking Imagineer's *Snow Speeder* down the side of a very steep mountain, teaching Kemco's *Twisted Edge* a thing or two about meeting deadlines and giving *Nagano* a lesson in how to be enjoyable to play. Now, however, in the cold light of the piste, *1080°* has Atlus' excellent *Snobow Kids* to contend with. And, whilst – really and honestly – no one expects Miyamoto and his band of programmers to fail in their bid for supremacy, they've certainly got an unforeseen black ice run ahead.








△ One of those much-mooted lens flare effects. Works a treat in-game, it does.






◁ Like all great snow games, there's also an evening course. Mmm.





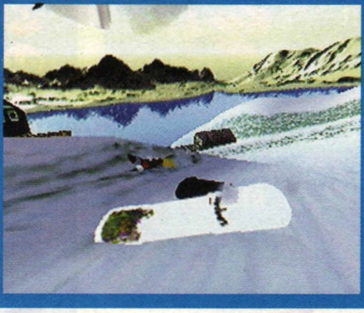




△ 88kmh, eh? That's, in no way, slow. But, beware the sun! Slap on that factor 25 and slip on your goggles to be safe.




▽ Broken bones are, sadly, a considerable snowy hazard. Crash. And. Burn.





Ah, but what about Miyamoto and his band of programmers? Well, it's well documented that the team behind *Wave Race* are busy beavering away on the design side of things and that, overseeing the project, is a former Namco employee who did the directorial duties on *Tekken 2*. But, did you know that the chief programmers are two Brits, Colin Reed and Giles Goddard, both of whom spent a time at Argonaut and moulded SNES racer, *Stunt Race FX*, into shape? Erm, yes, you may do actually, seeing as we told you last issue. Still, the *1080°* team has an impressive CV, something that's reflected in the quality of the game.

The thing you notice most about *1080°* when it's running, is the beautiful realism of the visuals. The most important elements, such as the locations and the snow, respond magnificently to your snowboarder, with deep snow carving up around your board and thinner snow (and ice) causing your character to slide, speed up and turn more sharply, with the board scratching across the surface all the time. Hit the sides, and you'll tumble over spectacularly, rolling around stuntman-style.

The other major edition to the game's graphics are the lens flares, which dominate proceedings as you catapult down the slopes. They vary in strength depending on where the sun is in relation to the piste – marvellously, as you board down the mountain, your position relative to the sun changes, altering the flaring and shadowing on the course – but, in the middle of the day, the flaring can sometimes be so bright it's blinding.

Coping with pop-up is an easy task in *1080°* as Nintendo have instigated a cunning combination of winding courses and long distance drawing. The tracks often run at such a steep angle that, looking down the run, it's difficult to see the end anyway so, even though the visuals are playing catch-up whilst you rattle along, it looks like they're already in place. The surroundings are also perfectly smooth and rounded, just like a snow-laden landscape would be, and lack any of the ugly sharp-angled polygons of *Cool Boarders* and the Saturn's *Steep Slope Sliders*.

The control system is another obvious high point of the *1080°* experience. It feels similar to *Wave Race*'s and perfectly complements the smooth, gliding surfaces. In-game, you can crouch to increase speed via Z and the right shoulder button allows you to pull off stunts. Switching your perspective is also possible but, quite honestly, it's more fascinating just watching the snowboarder's physics at work than anything else.

Another outstanding feature is the speed – it puts all other 'boarding games to shame. Tearing through half-pipe snow tunnels and tree-infested woodland is an amazing experience, truly acknowledging Nintendo's mastery of the machine. It's more how everything works and comes together so perfectly that's striking, with ski tracks *left in* the snow as you progress and other players attempting to cut you up as you race.

So, a stunning prelude to Nintendo's more famous 1998 releases? Well, those yearning for another *Wave Race* experience should certainly be very, very excited. And those who aren't? Well, they should be very excited, anyway. Because *1080° Snowboarding* is going to be fantastic. You mark our words.

# 80° BOARDING

## Of ice and men

**1080° Snowboarding**
NINTENDO
March | 1/2
UK release **July/December?**




*Oooh, yes. A night course as well. Look at the trails left in the snow. 1080° is an expert at attention to detail. Can't wait.*







GO! GO!

# Jolly lodger

*Hey, there! Welcome to Nintendo's Virtual Lodge. Here, at Virch (as we like to call it), you get to choose your snowboarder from a choice of seven or eight as they hang around the lodge, erm, hanging around. First up, there's Kensuke Kimachi, a well-respected Japanese competitor, then there's Akari Hayami, Adam Merriman, Stevie Allens and Megan Pischke (plus a few others soon), all of whom we (whisper) know nothing about at this stage. BUT, look at the way they make themselves at home in this splendidly animated section of the game. Look, there's Adam playing a game of pool, and there's Kensuke sitting on a wall, dangling his legs a bit. Oh, and there's Stevie picking off snowboarders from the balcony, with his air rifle, as they slippety-slide down the piste. And, all you have to do if you want to play as one of them, is move your analogue stick about. Couldn't be easier, could it? Nope, it's great being in here and soon, very soon, you'll be able to join us. Hey! That's totally 'rad'. Dude.*




*Blue Coat Bloke: What are you doing?*





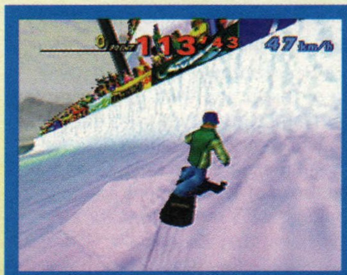


*See how the guys just like a little bit of sitting around. That's really nice.*










*47kmh and you're heading up a bank. That's not good. No.*




*An unusual addition to the 1080° landscape. Two flaming torches light the way. "To your destiny", reckons Wil. But, he's an idiot.*






*A total wipeout on the piste! That's bogus! Man!*

# Stunts, then

*Let's be honest, stunts in winter sports games – i.e. in Nagano Winter Olympics – are about as interesting as an Antiques Roadshow double bill. But, 1080° could be different, especially as you can pull them off during your in-game descent down a very, very steep mountain. Here're a few favourites...*

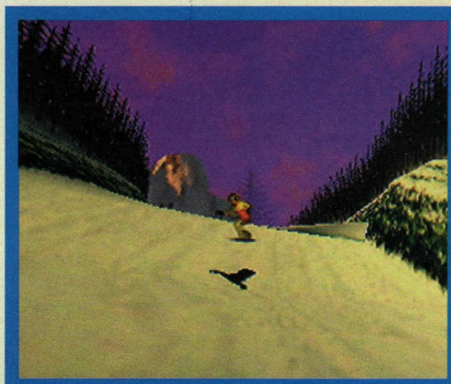




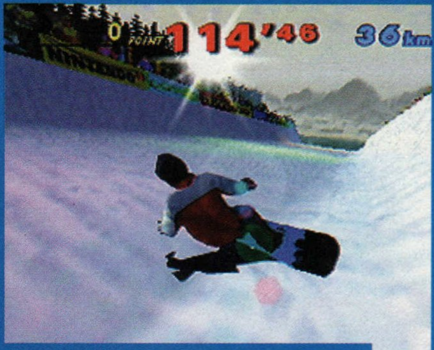





*Stalefish? Good name. Still, there doesn't seem to be much sign of unwanted aquatic life, which is a relief for this guy. Slippety-do-da!*

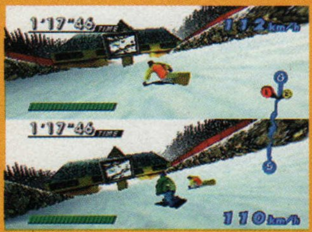


Part of the intro, you know. And, like Lylat Wars, it defies all that tat about carts not being able to do this stuff.



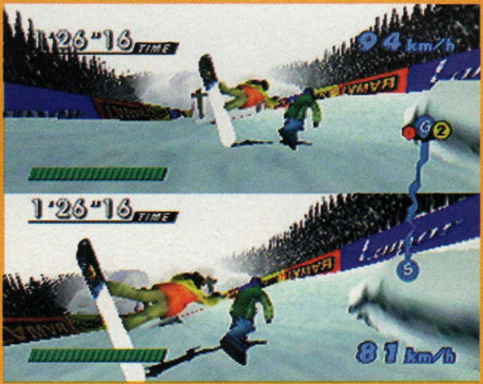
# Snowboarders!

*Due to the super-detailed courses and rattlingly fast top speed,* 1080° Snowboarding *can't handle four players at a time. And, whilst this is a bitter blow in the face of* Mario Kart 64, Snobow Kids et al *there is some cause for cheer. See,* 1080°*'s two-player mode is as liquid-quick and beautiful to look at as the one-player game and, whilst four of you might not be able to compete at any one time, at least there's the chance for a chucklesome multiplayer game. Oh, and what a game...*



Nice skids. Strange green snow, though.





It would have been disappointing if 1080° had had no multiplayer game. And whilst two isn't as good as four-players, this should be good.







Canyon-style high jinks on the slopes of, um, this place, here. With snow.

Nice salopettes. Yeah, that's right. YOU HEARD. Nice salopettes. Get skiiiiiing..



Catching some air! Big-style! With a 360° Air Blind! Yeah, that's right, with this little baby, I'm earning myself a whopping 350, erm, tricks.







Woah! Woah! Wooooooooooooah! Mute Grab? What that high up?




**TO BE CONTINUED...** We'll be reviewing *1080°* next month. Unless they delay it again.

A FIRST PLAYTEST OF MIDWAY'S SPANKING NEW MACE-BEATER!









◁ Sturdy fighters, Zipperhead and Minatek, kick each other's faces off...

...whilst sturdy fighters, Psyclown and Delta, enjoy repeats of Animal Hospital. ▷

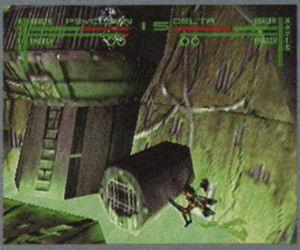
# BIO FRE

## freak or unique?

| Bio Freaks | |
|---|---|
| MIDWAY | |
| Autumn '98 | 1/2 |
| UK release Autumn '98 | |

"Anyway, did you know the square route of 5625 is 75? No? Fancy a kicking, then?" ▽














△ Bullzeye has one distinct advantage over his competitors. And that is the fact that he's got a not-inconsiderable machine gun. Nice touch.




△ The wheel o' death allows you to choose your character. They're not a barrel of laughs.







"Get a load of me, girls." ▷ Zipperhead shows off his fake tan.







# AKS

**Prolific is certainly one way to describe Midway's performance on the N64 thus far. Inconsistent is another. But, for every *War Gods* and *Cruis'n USA* we've had to trudge through, there's been a *Mace* or a *Duke Nukem* to rejoice at. And in *Bio Freaks*, the company's recently announced *fourth* N64 beat-'em-up, we may just have a title to add to these illustrious latters.**

Of course, this early version – which is around 45% complete – still has a fair way to go. As we sat down to play it, we were physically shaken as the characters all squawked inconceivably and let off ear-piercing screams at infrequent intervals. And then there was Delta who, when she kicked, let off a small *parp*-like noise, leading the **N64** office to some not unexpected toilet gags. But, we were assured, the sound effects are just temporary, drafted in from another Midway game currently in development. (Leaving us to ponder into which game the parp noise *would* fit.) So, fear not. Grunts and the *sha-ting!* of clashing swords and shields will, indeed, be in place come the Autumn.

However, *Bio Freaks*, even without the *unique* sound effects, still has one standout, shiny new feature. And that's its characters' Rocket Boots. See, each fighter is equipped with a pair of the aforementioned air-climbers, meaning – as both players shoot up into the sky – scraps can take place high above terra firma. This aids and abets your characters in one of two ways: firstly, you can avoid enemy attacks (which are often along the lines of *Mortal Kombat*'s billion-hit combos and therefore distinctly ticklish to counter) and secondly, you can go at your opponent like a rabid dog from above, where moves are more difficult to defend against.

The actual fighting – whether in the air or on the ground – bears more of a resemblance to *Street Fighter*'s colourful, special-fireball-shooting combos than *Tekken*'s more simplistic (but equally as effective) punch, kick, block manoeuvres. But, additionally, with some (though, Midway suggest, maybe *all* of the fighters in the final version) possessing weapons, there may also be a *Mace*-like element to it, with weapon combos also becoming a consideration.

Whatever, the game slinks along smoothly, with each of the characters displaying an impressive array of moves and, on closer inspection, detailed polygonal bulks. Named in traditionally hardcore Midway fashion, scrappers like Bullzeye, Zipperhead and (ahem) Psyclown all demonstrate a considerable (and enviable) ability to appear rock hard and razor-sharp although, at the moment, they all seem to be wearing part of the same suit.

The levels too complement proceedings perfectly, with the final versions likely to be entirely multi-levelled meaning, during spells in the air, you can come to rest on high ledges and platforms. Perfect for someone like Bullzeye who, rather unfairly, can fire guns at people, peppering bullets all over the shop.

With this in mind, the camera copes admirably with the action, zooming in and out and round about as smoothly as could be expected in an early build like this. The only problem might come in the fact that, because you can spend as much time in the air as you like (by keeping A pressed), the camera sometimes spends ages far, far away from the arena in order to cope with the fact that one of you is high in the air and the other's traipsing about at ground level. Maybe a limit on the amount of time you can use your rocket boots for is the answer as, in all honesty, it's far easier to succeed at the game when you're brawling at close distance than it is when you're jousting from a mile-and-a-half away.

So, early potential? Definitely. Already this looks more accomplished than any of Midway's past beat-'em-ups (with the possible exception of *Mace*) and, up against Konami's *G.A.S.P!*, it's smooth and well animated. And whilst it's probably unlikely that it'll come anywhere near giving N64 owners the *Tekken* they deserve, it'll hopefully be a more than worthy second string option. One to look forward to, we hope. Ⓝ

**TO BE CONTINUED...** Expect another massive gander at *Bio Freaks* nearer its speculative autumn release date.

A FIRST PLAY TEST OF KONAMI'S SUPERBLY TASTY NEW SCRAPPER!




This snow-filled arena is gorgeous to look at.






The fighters still need some work, doing on them.




**Punching its way to our attention this month is Konami's much-talked-of pretender to *Tekken*'s throne, the ludicrously-titled *G.A.S.P Fighter's NEXTream*. And, after its disastrously average outing at ECTS, it appears to be – finally and thankfully – showing a good fistful of promise.**

There's still a bit of work to do on it, mind. Especially as this version is only 60% complete. But, the characters, for one, are marvellous, wide-berthing the awful, laughable monstrosities that made up the Americanised *War Gods* and *MKT* and, instead, opting for a far more attractive collection of *Street Fighter*-esque Japanesey battlers. (Which means: pretty, wide-eyed ladies, expensively-clothed blokes and the token freak, in this instance a zombie with decaying skin.) The fighters have also all been motion-captured, meaning their movement and animation melds together like some particularly soft butter.

The arenas will play a major part in proceedings with each of the 12 totally interactable. Admittedly, there's a bit of an art to picking up boxes and hurling them at your opponent (we just about managed to kick a few street cones speculatively towards an adversary) but, with practice, this element of the game proves vital. Especially as box/body interaction will result in some extensive energy bar depletion. Also, like *Mace*, the foreground fades out when the fighters move behind pillars, gates and walls, so the arenas seem as though they're actually decorated with objects and not just a big, empty room for you to tussle in.

Fighting-wise, *G.A.S.P* is *Tekken*'s kindred spirit. They both share a similar strategy of the punch/kick/block variety and, like Namco's title, *G.A.S.P* takes a while of playing before you discover its better moves. It appears not to have the huge list of manoeuvres *Tekken* did but, even so, there's plenty to grapple with. (And, additionally, a teach-yourself moves list which can be scrolled through at any point during the game.)

*G.A.S.P* will actually be known as *Deadly Arts* in America so, one would imagine, it's likely to have the more Westernised name when it debuts over here. And, when will that debut be? Well, don't expect it before the summer as there's still some sheening to be done, especially with the camera which jumps all over the place, unable to maintain a steady angle. But, at least this looks like being a quality addition to the N64's rather paltry beat-'em-up contingent. And that, really, can only be a good thing, can it not?




The Character Selection screen presents you with some muscle-bound types. And Zombies.

# G.A.S.P! FIGHTERS NEX

## NEXTream weaver




Boxing gloves man against girl in pink dress. That's fair.



The boxer isn't actually very hard at all...




...in fact, he's got used to this position.




Zombie Boy™ knocks Kai for six with a well-placed left hook. Then his arm fell off. And his legs. And head.

**G.A.S.P! Fighters NEXTream**
KONAMI
Spring '98 — 1/2
UK release Spring '98

# TREAM

## CHARACTER REFERENCE

*Perhaps G.A.S.P's standout feature is its Create Character sections where, using a basic male or female model, you can mould a fighter from scratch, adjusting just about any aspect of his or her person, including hairstyle, height, width and trouser colour. But, taking them into battle isn't as easy as all that. Instead of having default attacks, your character learns them as he progresses through the rounds, being taught a separate move each time he gains victory. So, the more you win, the more moves you get to add to your repertoire, eventually – hopefully – becoming more-than-proficient in all areas of G.A.S.P. Anyway, here's how **N64** dabbled in the delights of this magnificently original option...*




Standard, sort-of-weak looking, Mr. Ordinary-style boxer-bloke. Not likely to come anywhere near the finely honed, fighting perfectionist we need. So, let's get to work...




...on that hair. Yep. Now they'll take you seriously. Ahem. Probably. Note the strange eye-thing as you can also change their facial features. And the fact that he's about a foot taller.




Clothes, then. What would make your opponents quiver with fear? A lycra body suit? A bare chest, riddled with muscles? Nah. How about some fire-patterned flares and a cropped top?




Adjusting the skin colour, this bloke'll make Mike Tyson look like John Inman. Come on! Are you startin' sommat? No. Oh, alright. Might as well make his hair purple as well, then.




Shorten him a bit, widen him out and everybody's happy. Now, it's just those clothes. Yellow trousers? No, no. Red. Red equals quick tempered. Yep, that's just the ticket...




...preferred yellow, actually. And, so, Huggy here goes to work in the 'hood', learning his moves and all that other guff. Get on, erm, down. Right.







△ A meteor splashes down and evaporates your water.







▽ Those little arrows are showing you where leaks are occurring.





△ A rainbow pops up if you have enough water. It acts as a bonus, multiplying all the points you score while it's there.

◁ Rain falls in these huge showers – just like in Manchester, where Zed Two live.

# WET



▽ Mines pose problems if left stranded on land.




▽ A scenario mode gives you specific problems to over-come – lots of holes here.

| Wetrix | |
|---|---|
| OCEAN | |
| April | 1/2 |
| US release | After us. Ha! |









**We previewed a work-in-progress cart of *Wetrix* back in issue 8 and, while we liked the general idea a lot, we weren't 100 percent sure that the game had achieved the kind of compulsive perfection all great puzzle games must have. Having played the latest version, it's clear that British developers, Zed Two, are working day and night to tweak their game towards perfection.**

As you'll probably remember, the basic idea is simple enough – use blocks of land falling *Tetris*-like from the sky to build a water-tight landscape on your fresh square of territory. When the rains come, you use these reservoirs to trap the water and prevent it leaking off the sides. A test tube at the side of the screen monitors how much you've lost and should its water level reach the top, the alarm bells go and it's game over. Man.




"Nice idea," you're thinking, "but surely the land just gets higher and higher until it reaches the top of the screen?" And, yes, while the basic premise is simple enough, there are more than enough complications and bonuses to deal with. The first of these deals with that excess land problem. While red blocks represent the solid pieces of landscape you can use for building, green pieces have strange antimatter properties, levelling the land to the lowest point that they come into contact with. These pieces can be a pain – if you dissolve one of your lake walls, for instance, but they're also vital in preventing earthquakes. These occur when the amount of landscape on your square becomes too great and they can shake high mountain ranges into rolling uplands in seconds – with disastrous consequences for your water holding capacity.

Like *Tetris*, *Wetrix* is a high score game. The longer you play, the faster the pieces come down, following a Level-Up pattern from level one to – a surely impossible – level 50. High scores are not just about length of playing time, however. Multipliers such as Rainbows and Ducks appear if you can trap enough water on your square and have a particularly deep pool, respectively. Repair bonuses are also awarded, for building over any holes caused by bombs (which fall instead of water or land from time to time). Meteors provide the useful function of evaporating water (or destroying your land if you get your aim wrong) and ice cubes cast a temporary ice age, freezing all water on the square as well as any that arrives immediately after. A few minutes into the game, and *Wetrix* can be a very busy experience indeed.

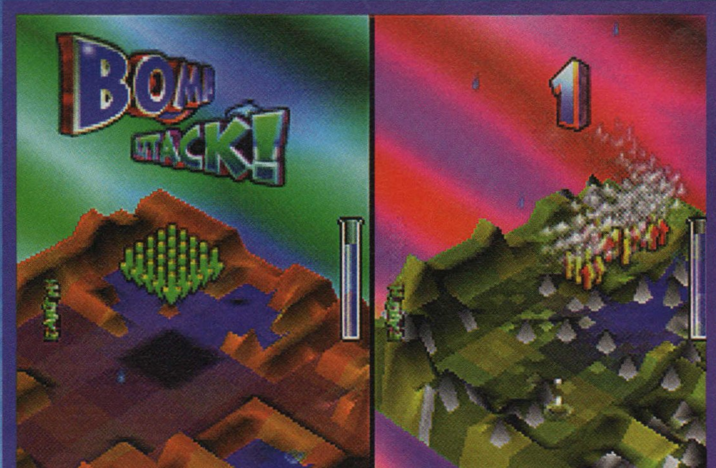
The Pickford brothers are the lead programmers working on *Wetrix* at Zed Two. Excitingly, they used to belong to Rare's old Manchester studio and worked on NES carts back in the old days. They clearly haven't forgotten the little touches that help mark out a Nintendo game, and *Wetrix* has become far more N64-arised since we last saw it. A groovy menu system now introduces the game's many play modes (there's a two-player battle at the moment, and a four player version is going to be tried), and the game's colours and screen resolution rival the Nintendo-produced *Tetrisphere*. Other improvements include a more definite shadow, which allows more accurate positioning of the game pieces, as well as helpful arrows at the side of your square, showing you where those pesky leaks are draining away your water. Full camera control also helps here, as you can zoom in or out on your square.

The game is still as tricky as ever for beginners. While it may look like any number of grid-based puzzle games, the movement of its pieces is quite different and takes a while to get used to. Zed Two are trying a number of different ideas for an in-game tutorial and Ocean are trying to tie up a deal with Blockbuster video, allowing gamers a free couple of nights rental as a chance to evaluate the game for themselves. If negotiations with Nintendo are successful, *Wetrix* might also be released at the £35 price point.

*Wetrix* is now only weeks from completion and Ocean are hoping for an April release date. We've got our sou westers ready.

# RIX

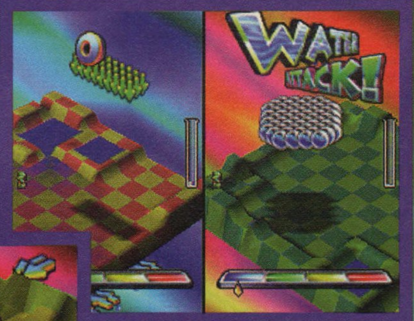
## fully fathomed



◁ The two-player mode is even more complicated.

▽ An unequivocal statement of affairs, that.

You'll be able to directly attack your opponent like this in the multiplayer games. ▷








**TO BE CONTINUED...** We'll have a lovingly-crafted review of *Wetrix*, the moment its release date is confirmed.

# PLANET 64

NINTENDO 64 NEWS CENTRE







Legend of Zelda on show at the Gamers' Summit in Redmond.

American journos also had the chance to try their hand at NBA Courtside.

No changes to Zelda since Space World but no one really expected anything new just yet.


N64 MAGAZINE

30 Monmouth Street, Bath, BA1 2BW, UK
Telephone 01225 442244

**Issue 13** March 1998

**Editor** James Ashton
**Art Editor** Wil Overton
**Reviews Editor** Tim Weaver
**Production Editor** Andrea Ball
**Designer** Paul Jarrold

**Tokyo Desk** Max Everingham
**Contributors** James Price, Steve Jarratt, Steve Owen, Todd Anderson, Laura MacGregor and Jes Bickham

**Advertising Manager** Jo Pagett

**International licensing enquiries** Chris Power
Tel 01225 442244 Fax 01225 446019
E-mail cpower@futurenet.co.uk
**Group Production Manager** Judith Green
**Production Manager** Richard Gingell
**Production Co-ordinator** Emma Ireland
**Print Services Co-ordinator** Rebecca Stables
**Print Services Manager** Matthew Parker
**Promotions Manager** Gil Stevenson
**Classified Advertising** Tarik Browne

**Publisher** Alison Morton
**Publishing Director** Jane Ingham
**Managing Director** Greg Ingham

**Fax** (editorial) 01225 732275
**Fax** (advertising) 01225 732282
**E-mail** n64@futurenet.co.uk



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**Annual subscription UK £35.40**
**Europe £43.40**
**Rest of the World £53.40**
**Telephone 01225 822511**
**Printed in the UK**



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This issue on sale
**26th February**
Next issue on sale
**25th March**


# Summit's up in the USA

## Nintendo wows the American press with promises for a great 1998.

**With many American journalists unable to attend Nintendo's Tokyo show, Nintendo of America (NOA) laid on a special 'Gamers' Summit', at their Washington HQ, at the end of January. On show were all the key Nintendo titles for 1998 as well as promises of far greater third-party support. There was no news, however, of any US 64DD launch.**

The games presented to the assembled press were lead *by Legend of Zelda 64: The Ocarina of Time* – the first time that the game has been shown outside of its native Japan. The version shown appeared to be the same as that displayed at Space World back in November. This is unsurprising as it would be extremely unusual for Nintendo to show a new version of this most important title, anywhere other than their home town. However, NOA president Howard Lincoln promised faithfully that *Zelda* would be in US shops – rather vaguely – "before the end of the year."

Other playable demos at the summit included the Space World incarnations of *Banjo-Kazooie*, *1080° Snowboarding*, *NBA Courtside* and *Cruis'n World* – the backbone of Nintendo's 1998 release schedule, albeit with the unexplained absence of *F-Zero 64*.

The second day of the show was dedicated to a range of third party games, including *Quest* (from T•HQ in America), Midway's *Bio Freaks* and *Quake*, Acclaim's *Forsaken* and Goemon from Konami.

As far as Nintendo's 'secret' titles were concerned, Howard Lincoln revealed that British boys, Rare had two titles currently in progress, other than *Banjo-Kazooie* and *Conker's Quest* (which Rare will release themselves sometime in the summer). It's an open secret that one of these titles is *Ultra Donkey Kong* but the other is more open to question. The latest news would appear to indicate that it's a game based around the *GoldenEye* engine but using Rare's own, completely independent game character. This would tie-in with PlayStation developers Black Ops obtaining the licence to develop a game based around Tomorrow Never Dies.

## SHORT CUTS

### CRAVING ENTERTAINMENT

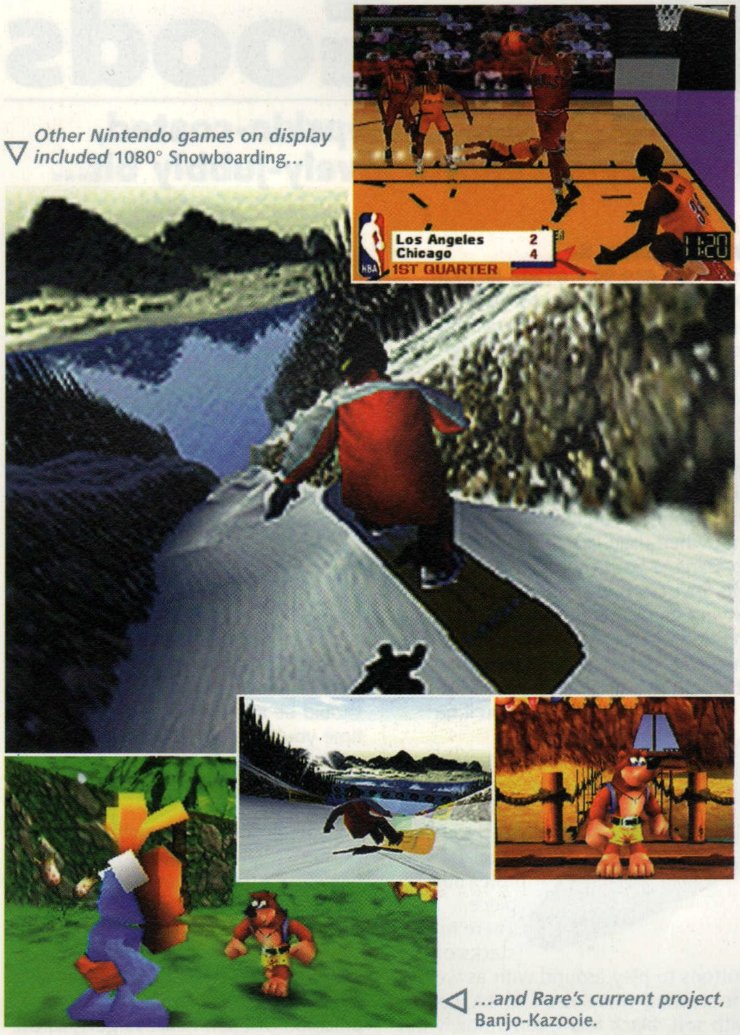
Remember Wil chatting briefly about the might of Crave Entertainment in his RPG column last month? Mmm, yes? Well, the American software house (made up of brains who used to turn out, of a weekday, for the US branch of Squaresoft) have now, seemingly, got a host of 'sports' titles in the pipeline.

First up will be a weird bowling-with-Jetsons-style effort called *Milo's Bowl-a-Rama*, followed closely by the equally (ahem) 'anticipated' *Caesar's Palace* and *VR Pool 64*. Oh, well. Hold that RPG thought, eh?

### TUR-DROP!

*Turok*, everyone's favourite nuclear-gunned hero, has had 20 nicker slashed off his RRP this month, meaning N64 owners will now be able to dinosaur hunt for as little as £39.99. Similarly, *Extreme G* has had a tenner swiped off it, possibly in an effort to up sales which have been a tad disappointing. Anyway, it fits in nicely with Nintendo's own reduction a few weeks ago.






Other Nintendo games on display included 1080° Snowboarding…

…and Rare's current project, Banjo-Kazooie.

## Back to number 1

A talk given by NOA Marketing Vice President Peter Main indicated that Nintendo of America had an "exceptionally strong" 1997. Nintendo had the five biggest-selling video games of the year, with *Mario Kart 64* selling an incredible 1,600,000 cartridges across America. *Starfox* and *Super Mario 64* were joint runners-up, with *Diddy Kong Racing* and *GoldenEye* fourth and fifth – both Christmas releases – and already racking up sales of well over one million.

Other interesting facts also emerged in the talk, including the revelation that over half of N64 owners are adults. This might also go to explain the high numbers of people owning more than one games system, with 25% of all PlayStation owners also owning an N64.

# La spectacle va commencer!*

*It's show time

## New games at Euro shows.

**The Nuremberg Toy Fair and Milia may not be the two most well-known dates in the gaming calendar, but some major European software houses chose to debut their games on home turf rather than wait for the upcoming E3 event in America. The German show took place on the 6th to 8th of February, with Milia – based at Cannes in the South of France – running from the 8th to the 11th.**

French publishers Ubi Soft unveiled their recently-signed *Buck Bumble* game at the German show, as well as showing the latest progress on long-term project *Tonic Trouble*. *Buck Bumble* is the first game to be signed from British old boys Argonaut, who worked with Nintendo on the SNES *Starfox* game. Whether Ubi Soft will take the second title they have in development remains to be seen. *Tonic Trouble* continues to be developed for both the PC and the N64 and should see a summer release.

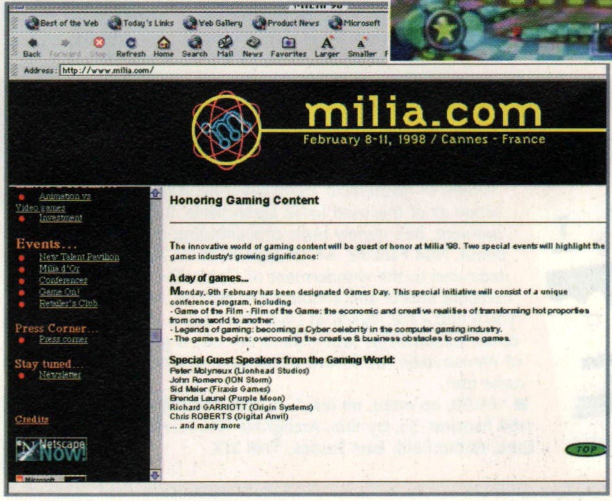
A previously-unannounced title came from American developers Mindscape, who also chose the German show to make their game's debut. *Cats and Rats* is a completely new title to us and we hope to bring you news and shots for next issue. Infogrames – French partners of Ocean in the UK – showed their promising 3D platformer *Space Circus* at both shows, along with Acclaim, whose *Reckin Balls* you can see previewed on page 21.



The all-important two-player version of Reckin Balls.



The first playable version of Reckin Balls appeared at these shows.




Keep up to date with the goings on at Milia via their web page at www.milia.com.

GO! GO!



## PAUL'S PLANT

Considering he hardly ever waters it (unlike the Alan Titchmarsh-like Wil whose plants are constantly swamped in beautiful $H_2O$), Paul's Plant™ is looking magnificently healthy. This month's achievement? Another leaf. And, let's be frank, you can't ask for more than that in thirty days. Paul is nearly 30.

## THE X-SMILES

N64 has taken a step into Europe, with a French outing entitled X64 (or D-Pad 64, but we don't think that's what they intended it to be). The first issue (38F à vous, Monsieur) is – get this! – 'Le Mag Des Consoles 64 Bits". Nice.

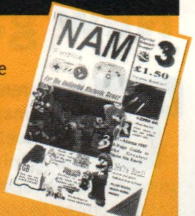
Inside, it's business as usual, as far as we can see, except our beloved French pals seem to have a particular loathing for margin notes. Flicking through, the designers have left the pictures in place but no writing to accompany them. Tut, tut. If Wil and Paul saw that there'd be no end of trouble.




# FANZINE FARM

**"Moo! Moo! Mooo! Ar-har! (Sniff) Oi, Daisy! If you're going to do that, do it on the flowers!"**

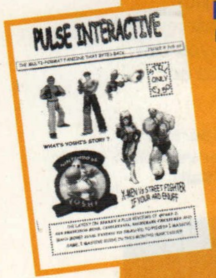
### 'NAM




Now *this* is produce. Down at the Town Hall, the other farmers were really quite jealous. And so they should be! 'NAM is by far the best Fanzine Farm growth we've ever had. Pieced together by Pop Larkin look-a-like Dave Smith and his two gentlemen farm assistants, Sam Walbank and Darren Edwards, 'NAM is packed so full of previews, reviews, features and news that we have to confess we were really quite astonished. It's even laid out well. And with the support of a bona fide importer in New Generation Consoles, 'NAM also gets a chance to actually playtest all the games they're writing about, including SNES classics like *Super Mario RPG*, *Kirby Super Star* and *Tetris Attack*. We strongly advise you to buy this with the haste of a falling farm wheel.

● **To grab hold of your copy of 'NAM, simply send one pound and fifty new pence to Dave Smith, 'NAM Magazine, 24 Dradishaw Rd, Silsden, West Yorkshire, BD20 0BH.**

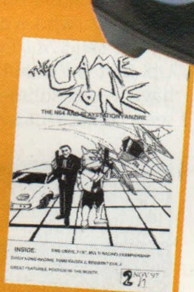
### PULSE INTERACTIVE




Perhaps the farmers behind this Kent-emanating root vegetable have been dumping tractor-loads of manure onto their produce, because Pulse Interactive is as professional a fanzine as you could possibly wish for. It's multi-format, yes, but we here at Fanzine Farm can spot a prize-winning turnip when we see one and, tasting this, we're pleased to see some of the following N64 stuff: news of Konami's new puzzle game *Susume! Taisen Puzzle Dama*, *Duke Nukem*'s rumoured third-person outing, *Chameleon Twist 2* and reviews of *Yoshi's Story* and *San Francisco Rush*. And then there's the innovative free cover disk with pics of *Banjo*, *1080°* and *Yoshi's Story*. Not bad farming, me lovers, especially for £1.50.

● **Feel the Pulse at Shaun Lewis's gaff at 54 Laburnum Road, Strood, Kent, ME2 2JZ.**

### THE GAME ZONE




The fivesome behind this little lovely deserve a hearty slap on the back and a new pair of black wellies for the second issue of £1 affair, The Game Zone. It actually doubles up as a handy PlayStation and N64 guide all-in-one and weighs in at a whopping 59 pages. (Reminding us of the time we had to put down that rabid bull.) Inside, there are stacks of reviews plus a special feature on *ISS64* and some anime guff. So, both Tim and Wil were happy. A rosy future, this.

● **At a quid you can't moan, so get writing (with cash) to Darren Bolton, 6 Manby Road, Immingham, N. E. Lincs, DN40 2LE.**

### N64 FANZINE




"I can remember when all this used to be green fields", Peter Wright of Rotherfield might say if he remembered a time when all of this used to be green fields. But, for the moment, he's merely been concentrating on his excellent debut, N64 Fanzine, which appears to be almost entirely dedicated to the wonderment of *GoldenEye 007*, with an excellent review and a multiplayer feature. Additionally, you'll find a big review of *Lylat Wars* and a guide (with colour pictures!) to *Super Mario 64*. Like a good wedge of Wensleydale, we'll have some more of where that came from.

● **"£1.50, no more, no less", is how Peter Wright sums up N64 Fanzine. So, try this: Archgrove House, Horsegrove Lane, Rotherfield, East Sussex, TN6 3JX.**

# New Goods

**The flat-capped, sheepskin-coated, cockney-accented, lovely-jubbly bit...**

### ULTRARACER 64

**Interact • £29.99 • 01204 862026**

Defying the very need for two-pronged N64 joypads, Interact finally step into the ring with their long-awaited banana-with-wires. And, actually, it's really quite good. Or, at least, not half as stupid as it looks.

But, its main claim to fame – that it can be operated with just one hand – doesn't really bear fruit. Instead, you'll quickly find that when used like this, it's difficult to manage your on-screen cars (for this 'joypad' is best employed with driving games) with the dual-control method of steering wheel and buttons meaning, unless you've more than the standard five fingers, or palms the size of small Pacific islands, you'll be quickly crashing.



However, if you make use of your second hand, it soon becomes clear that the UltraRacer is actually a pretty tidy piece. There're stacks of buttons to play around with as well as the steering wheel itself which, coated with soft, black foam, turns slowly but assuredly, realigning handily (especially for the brake-free *San Francisco Rush*) and producing a pleasingly smooth ride in *Top Gear Rally* and *Mario Kart*.

There are two other features which could easily be described as 'standout'. Firstly, the sort-of-Z-Trigger underneath can actually act as an all-in-one A and B button, with A operated by pushing up and B by pushing down. And then there's the Customise option, where you can tinker with the default settings until you're happy with your which-does-what scenario. Not as revolutionary as we thought but still a top notch pad.

**82%**



### GAMESTER WHEEL

**LMP • £80 • 01992 503133**

You may remember us reviewing this in our peripherals round-up just prior to Chrimbo (**N64**/10). Well, now it's finally got itself a release – it should be in stores around about the time you're reading these very words – though now, as when we first reviewed it, we can't say we're overly enamoured.

The main problem with the Gamester Wheel is that it realigns so fiercely. Rattling around the Holland-like flatness of *Top Gear Rally*, turning corners becomes a really frustrating chore. Instead, of letting the wheel glide from left to right, you have to edge it round with the microscopic precision of open heart surgery, as the merest of slips will see the wheel flip back round to its central position and your vehicle pile into a side-of-the-track obstruction.

But, there are other tinier niggles as well. It has a two-way gear paddle, instead of an up and a down on separate sides of the wheel. Its pedals are a bit on the heavy side meaning too much pressing on the pads will result in pins and needles, or foot lock, or gangrene. (Note: this last one may not be true.) And, lastly, it looks rubbish. Its box, neck and wheel look like they've been pieced together from old bits of climbing frame.

Oh, and it's flippin' expensive. (Ahem) Steer clear.

**54%**

## RUMOUR HAS IT...

...That when *Legend of Zelda: The Ocarina of Time* does finally arrive in the US, it'll come on a special gold cartridge, similar in style to the gold N64s customised by Fox Data. Whether this is true – or just a case of enough people *wanting* it to be true – is unclear. However, it's worth remembering that the original NES version of *Zelda* also came on a gold cart.

### JOYTECH RUMBLE PACK

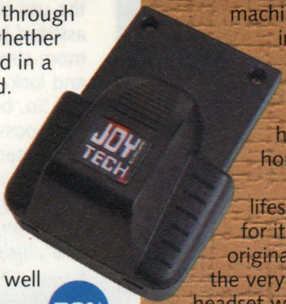
**Joytech • £9.99 • 01525 852900**

Rumbling has become an essential part of N64 gaming over the past year or so. And no game has used it to better effect than *GoldenEye*. So...

...Our mission was to find out just how much rumbling the Joytech Pak could do by stealthily manoeuvring ourselves along to the Jungle level. (Where the rumble-heavy AR33's are most common and, even better, where we've managed to wedge in a subliminal Rumble in the Jungle joke! Ha! Anyway...) And the result? Well, pretty impressive, really. Oh, sure, it's more of a thrum than a buzz but the feeling of rattling off fifteen rounds of top quality lead was pretty close to how it should be. We would imagine.

The only foreseeable problem could be the fact that it takes batteries. Batteries!? After the excellent non-battery-requiring, 13 quid, mass-rumbling Gamester Pack? Mmm. And, strewth is it heavy. Half way through killing Xenia we wondered whether we'd not accidentally plugged in a concrete breeze block instead. Overall, though, a hearty debut from Joytech.

Oh, and Joytech have also got a Rumble/Memory Pack combination that produces the same buzzing effect and also manages to work pretty well on those tricky games. It's retailing quite nicely at £17.99.




**78%**

### JOLT PACK 256K

**Fire/Blaze • £14.99 • 01302 325225**

It seems Datel's Shockwave has a bit of competition – and Fire's effort is as good as we could have hoped for. With a switch on the back that allows you to flick between memory pack and rumbler at will, the Jolt Pack demonstrates a slick business-like approach with even troublesome games such as *ISS64* and *Turok* recognising its memory pages and *GoldenEye*'s jungle level proving a veritable AR33 kickback heaven. Of course, Datel's effort is 1Meg but this isn't to be sniffed at and, for the price, would make a sound invest-ment.




**86%**

# RETROWORLD

with Jason Moore

**Lets think back again to the days when dinosaurs were boring and you could waggle your joystick in front of your mum.**

**Back in the eighties, it was often the norm to queue to play the latest console in a shop, and one console always had the longest queue. The MB Vectrex is one of the brightest stars in Retroland, and all because it is so different to any other machine ever released. It looks like a giant table-top handheld, complete with built in screen and flip down joystick.**

Unlike any other games machine, the graphics are made up of dots and vector graphics, traced by the screen's single gun, giving a bright clear display. The Vectrex's closest relatives are classic coin-ops like *Battlezone* and *Star Wars*. The machine's built in *Mine Storm* game is an incredibly addictive version of *Asteroids*, complete with realistic explosions and a blistering pace. Make no mistake, the Vectrex is as close as you'll come to having a classic arcade machine in your home.

During the Vextrex's relatively short lifespan, a total of 28 cartridges were released for it, including conversions of countless arcade originals like *Berzerk*, *Scramble*, *Star Castle* and the very rare *Pole Position*. In the US, a 3D headset was released for the machine along with a series of special 3D games and, while it may have been the games industry's first attempt at 3D games, the titles work brilliantly and far better than Sega's later Mastersystem headset. A light pen was also released for the Vectrex along with art, animation and music software.

The enthusiasm of collectors of the machine is astounding and the last couple of years has seen the emergence of two unreleased prototype titles, *Dark Tower* and *Mail Plane*, a prototype of the proposed Vectrex keyboard which would also have been supplied with dual disk drives and printer, and a multi-cart comprising of every title for the machine as well as early demos and test programs.

The story doesn't stop there either, enter Jon Donzilla, an American games programmer who has written no less than six new Vectrex games in the last three years, including versions of *Missile Command*, *Space Invaders* and *Tetris*, all just as perfectly realised as the machine's original titles. With another five games on the way, including a version of the classic *Lunar Lander*, the popularity of the Vectrex is destined to climb even higher.




### OCTOPUS – GAME & WATCH

This 1981 G&W features probably the biggest game sprite of any single screen game. You control three divers on a quest for treasure. Simply dive out of your boat and, once down below, grab some treasure and get it back to the boat before the giant octopus grabs you with one of its tentacles. While it may just be a case of dodging left and right, it gets pretty frantic at times, giving it a strangely addictive quality.

**RETRORATING**

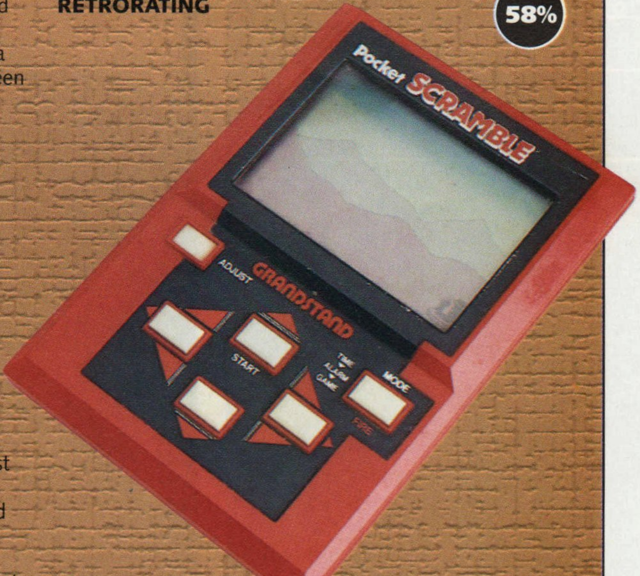
**76%**

### POCKET SCRAMBLE – GRANDSTAND

This pocket Game & Watch-a-like was actually created by Nintendo rivals, Epoch, but marketed by Grandstand in the UK. Slightly too large to fit comfortably in a pocket, *Scramble* does feature an LCD screen almost twice the size of a G&W. The conversion of the game is as good as you'd expect from a handheld, while the scrolling may consist of shifting blocks on the screen, the game does progress through many, different levels, offering true variation considering the game's limited resources. However, there is one problem, it's too easy...

**RETRORATING**

**58%**



PLANET 64 COMING SOON

# Updating you on the N64 games of the future

**This month including:**

- BANJO-KAZOOIE
- GEX: ENTER THE GECKO
- TEO 64DD
- JUNGLE EMPEROR LEO
- KIRBY'S AIR RIDE
- BUST-A-MOVE 2
- RECKIN' BALLS
- RAMPAGE: WORLD TOUR

# Which is

**Lovely times are here again. Adhering to Nintendo's for-the-whole-family policy, we take a look at the really rather pleasant games coming your way soon...**

# Ma Noim's Banjo!

| BANJO-KAZOOIE | | | | |
|---|---|---|---|---|
| NINTENDO | 96M | 1 | APRIL '98 | JUNE '98 |

**Cracking along in the cuteness stakes is Rare's amazing *Banjo-Kazooie* which has now reached its three-quarters complete stage, boding well for its April release date in Japan.**

And what a game it promises to be. Turning up at the specially arranged Gamers' Summit in America this past month (where selected US journos get to try their hand at the latest 64-bit wonderment), it was undoubtedly one of the highlights, now combining a good wedge of worlds, 24 separate moves *each* for the central characters in question and some truly breathtaking graphical juice, including screen-sized bosses (take your pick: crabs, bulls, ants, plants) and blindingly-good real-time lighting effects and transparencies.

NEW PICS!

The central premise requires Banjo and Kazooie to uncover a series of keys, meaning there's ample opportunity for the player to pelt it about, trying each of the characters' moves out, including Banjo's arse-stomp and buttock-emanating blue egg-thing, as well as Kazooie's beak dive and, with the use of her wings, extra flap-assisted jump. Both also possess the more straightforward ability to punch and kick.

So, better than *Mario 64*? Mmm, well, *possibly*. Certainly, it betters *Mario* technically but can *Banjo-Kazooie* display the same level of ingenuity, freedom of movement and invention? That, indeed, is the question.



*Beautifully animated nasties and if you look – really closely – you can clearly see, just under the brim of the top hat, Timber the Tiger's eyes.*



*Gorgeous, green-of-skin sailors attacking Banjo. A glimpse of the game's looks.*





*You know that bit in Mary Poppins where Burt and Mary get a lift across the lake with the aid of some turtles? Well, Banjo does that in Banjo-Kazooie. Erm, we reckon.*

# nice

# You gexy thing

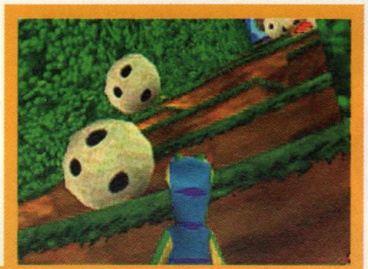
## GEX: ENTER THE GECKO

| CRYSTAL DYNAMICS | 64M | 1 | SUMMER '98 (US) | SUMMER '98 (UK) |
|---|---|---|---|---|

**We must admit, after the appallingly average first outing (which whiffed even on the already-pretty-pungent 3DO), we weren't expecting much from this, the sequel. But, after playing a pretty solid early version and seeing these (admittedly res-ed up) screenshots, *Gex: Into The Gecko* is actually looking like being a bit of a grin.**

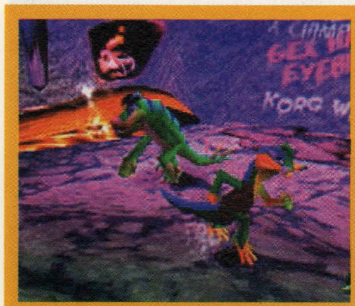
Coming from *Pandemonium* developers, Crystal Dynamics, Gex is a simplistic enough 3D platformer, like *Mario 64* but without the ingenuity. But, it has a colourful, filmic feel, confirmed by its numerous send-up's including Star Wars and Indiana Jones-inspired levels. *And*, even better, is the Kung Fu level which has the characters in the game speaking out of sinc with their words. Like, you know, old kung fu movies.

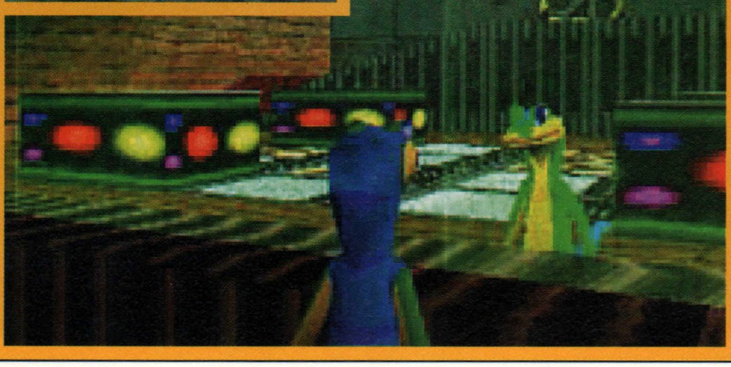
Gex can climb walls and walk along them thanks to his plunger-like feet and, of course, whip his tail about a bit which, like the PlayStation's recent *Jersey Devil*, enables him to spin round, thwacking enemies with some ease. The non-controllable 3D camera needs a smidgen of tweaking, as it occasionally gets stuck on scenery but this is shaping up, if not to be a *Mario 64*, then certainly a welcome addition to the N64's platform pouch.





*A Star Wars take-off, this. See how kooky Gex is? He's really out of his tree. (Hope the game's good.)*





*Nasty Gex, we'd wager. And, boy, he looks a bit ticklish.*

*Imagine waking up and seeing that in the mirror.*

NEW PICS!

## Eager lovely and nice waiting

### Teo 64DD



"A cross between Pikachu and Flipper", we're told and, you know, that sounds *alright*. Basically, players take control of FinFin – the dolphin in the picture, here – and, thanks to Nintendo's 'Voice Recognition Unit', can speak directly to him. Like Paul Hogan did in the sparklingly-good movie, right? Well, sort of. Except, you've got to be careful what tone you use because, like Pikachu, if you sound even the slightest bit angry, he'll swim off in a huff.

Anyway, it'll be making ample use of the 64DD's writability, allowing players to take multiple routes through the, erm, 'game' in order to best make virtual pet, FinFin, feel part of the gang. Hudson, not a name associated with N64 quality thus far, are keeping their cards pretty close to their chest currently, so news regarding *Teo 64DD* is a bit sparse. But, the first *Pocket Monsters* clone has arrived. Expect more to follow.

### Jungle Emporer Leo

Based around a cartoon that has proved to be astronomically successful in both Japan and America, *Jungle Emperor Leo* is Miyamoto-san's Next Big Thing, slipping the player into the pink-eared fluffy loveliness of main star Leo – or, Kimba as it'll be known in the States – with *Mario 64*-style consequences. Leo, who looks more like the Dulux dog than the King of the Jungle, received a premier at Space World on video but isn't expected until 1999.

However, Nintendo HQ were willing to confirm a few rumours, most of which were to do with the story. Basically, it would seem Leo has to defend his portion of the jungle from unwanted intruders, with the help of a tiny black cat/lion-thing and the ability to make his tail light up. The sections on video confirmed some gorgeous landscapes, some stunning water effects and that this is, indeed, an eagerly awaited inclusion to the Nintendo front line.

### Kirby's Air Ride

Who? Mmm, well, it's certainly been quiet on the *Kirby* front over the course of the past few months. In fact, casting our minds back, we believe the last time Nintendo spoke openly about the game was at E3 in 1996! Since then, there's been no new screenshots, no video footage and only a mumble of an it's-still-in-development comment by Nintendo.

So, what are we to suspect of this potentially exciting outing for the pink rubber ball? Well, Miyamoto *has* confirmed a team of two are still hard at work on *Kirby's Air Ride* and that they've also completely redesigned much of it. But, to what extent or, indeed, what that redesign involves is another question altogether. E3, perhaps, might be an opening. We hope.

### Bust-a-Move 2

Looking and moving like the SNES version of *Bust-a-Move*, number two doesn't exactly push the boat out technically but it – crucially – *does* provide a whip-crackingly playable experience, with players required to match like-coloured balls AND NOTHING ELSE. Summer has been scribbled in as a release date but whether Acclaim will make use of the N64's four-player shenanigans is, sadly, unclear. We wait with interest.



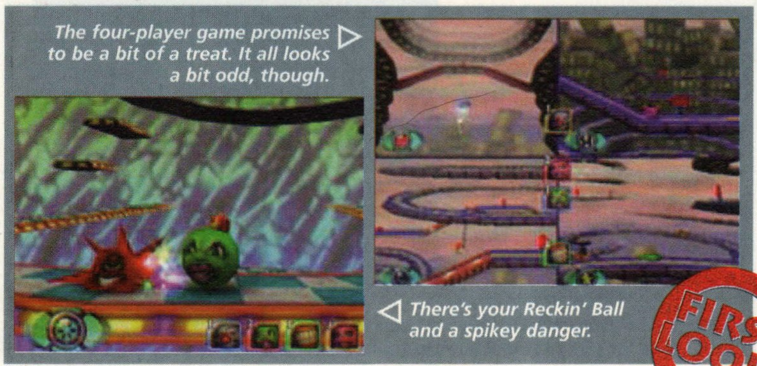



GO! GO!

# The ball guys

## RECKIN' BALLS

| | | | | |
|---|---|---|---|---|
| ACCLAIM | 64M | 1-4 | SUM '98 | SUM '98 |



The four-player game promises to be a bit of a treat. It all looks a bit odd, though.

There's your Reckin' Ball and a spikey danger.

FIRST LOOK!

**Iguana have built a bit of a reputation for themselves since *Turok*, especially for the dark and moody. And taking a quick glance at their planned N64 release schedule this year shows that you're faced with more of the same: *Turok 2, Forsaken, Shadowman* – more violent depression than an episode of Eastenders. Which means that *Reckin' Balls*, their latest conquest and a super-fluffy, multiplayer game to boot, comes as a little bit of a surprise.**

When it first bounced to our attention a couple of month's ago, we were led to believe it was a game along the lines of the old Amiga stretch-a-thon, *Putty Squad*. And, looking at these new screenshots, it's not difficult to see why as *Reckin' Balls* does, indeed, bear some resemblance to that 16-bit platformer. But, actually, its concept is far closer to DMA's SNES outing, *Uniracers*, than anything else, especially as both are vertically-moving, reaction-fests.

The idea of *Reckin' Balls* is to guide a series of the aforementioned spheres along stretches of platforms, making use of each one's individual skills and characteristics in order to stay on. So, as the course spits up water and oil, or fans and conveyor belts, the balls can stick their grappling hooks, amongst other things, into the platforms in order to stay on. Eventually, as the game gets harder, the balls are also required to jump from tier to tier, avoiding cunningly placed enemies at the same time.

Most of the 100-odd levels (split into 10 worlds) will also be available to play in the four-player game, which is where *Reckin' Balls* could really take the honours. Like *Mario Kart*, it sets you against each other and there're weapons and shortcuts to be found and used. As the game reaches its 60% stage, there's still some work to be done on this but the simplicity of the idea should ensure proceedings easily descend into sweary, loud multiplayer sessions. Which is what N64 games should be all about. (If your Mum's not around.)

We'll take a closer look in a couple of issue's time.

# Ram raiding

FIRST LOOK!

## RAMPAGE WORLD TOUR

| | | | | |
|---|---|---|---|---|
| GT | 64M | TBA | AUTUMN '98 | AUTUMN '98 |

**Rampage has been around for yonks, leaping from format to format almost faster than they can be created, and its premise is suitably uncomplicated. Take control of one of three playable characters (a Godzilla look-a-like, a Kong-style ape and some unidentifiable mess of a thing) and bash buildings, by-standers and helicopters until you've created as much havoc and masonry build-up as possible.**

The recent Saturn and PlayStation versions have been disappointing, lacking both the necessary graphical pizzazz and the inability to 'do' a proper multiplayer game. But, the N64 refurbishment, scheduled for later in the year, looks like being a whole different kettle of, erm, monster-things, especially as – finally – a version can be done that does justice to the original arcade game's three-player scenario. Look out for a bigger gander at Midway's efforts around summer time. Grrrr...

Rampage, eh? Yep, well, those animals don't look too cultured. And that plane that's coming in to the left there, you can actually reach up and knock it out of the sky. Pleasant.





Three-player rumbling should assure some multi-player fun. But, surely the N64 deserves a four-player game?

## An ear to the ground

Scouting around for news on new British N64 development is a bit like trying to find a gag in Birds of a Feather. But, one piece of good news this month is Eidos confirming to N64 that they have two titles scheduled for Christmas, both of which are coming from their Norwegian outfit, Innerloop, whose speciality appears to be the razzmatazz of flight sims. Yawn.

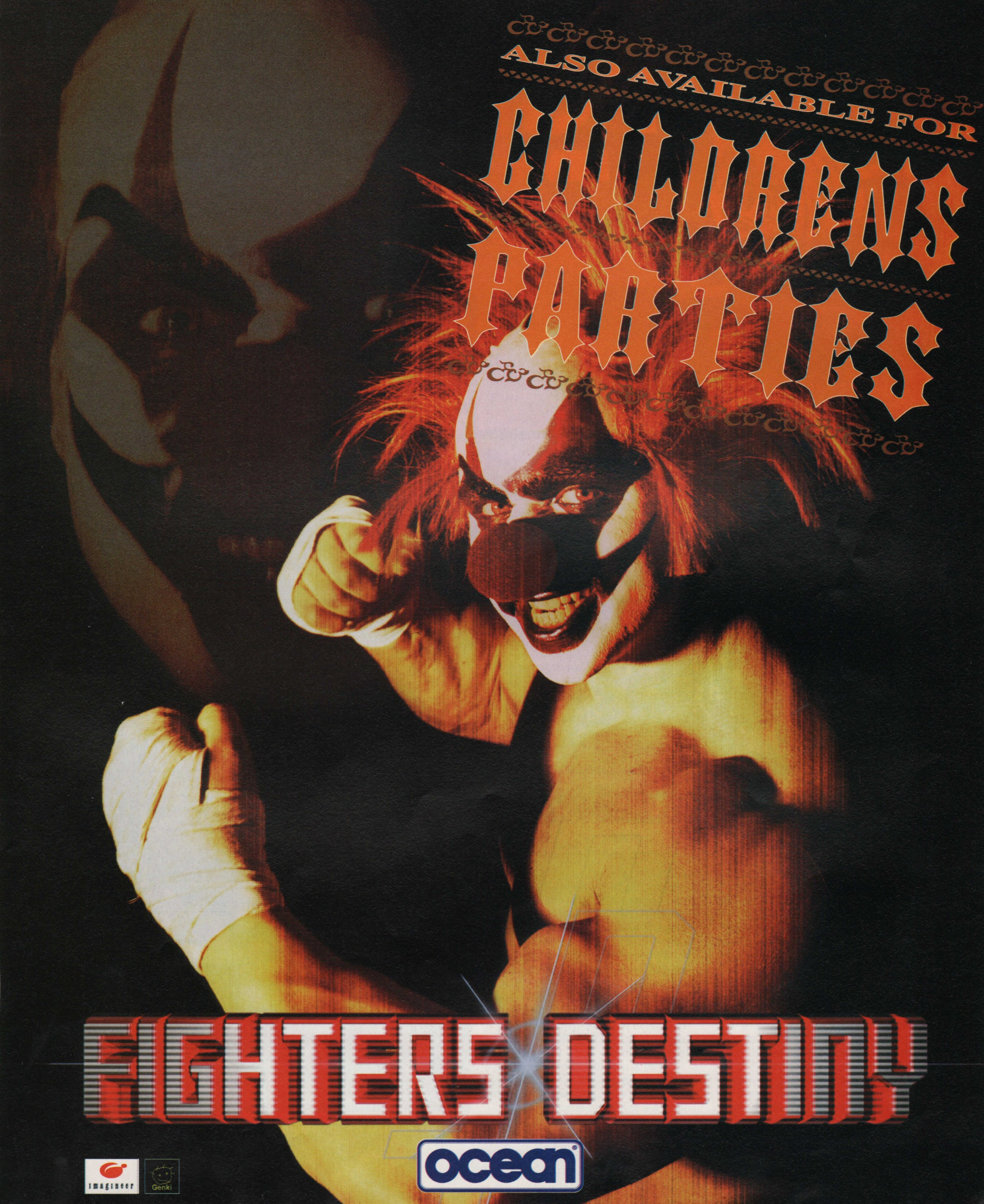
DMA also assured N64 that both ***Body Harvest*** and ***Silicon Valley*** were coming along nicely, with the former – shock! – almost finished. Apparently, there's still some RPG elements left in it but, with a nod towards their own astonishingly successful ***GTA***, the game now possesses a mean streak, with mass-destruction weapons, country-rumbling explosions and all those lovely vehicles very much the order of the day. We frankly can't wait.

Moving from a wintry Scotland to an equally cold Germany, Factor 5, whose ***Thornado*** is well on the way to meeting an autumn release, have just finished work on a voice compression unit for the N64, to allow for more sampled speech and higher quality music. They're currently in "high-level" chats with Nintendo. Interesting.

Rumours have reached us this month that EA will no longer be piecing together the yearly ***FIFA*** outings in Canada. Instead, they're handing the baton to highly-regarded Manc developers, Software Creations, who were once associated with Nintendo paint package, *Creator*. Very interesting, Brian. Or something.

Also of interest to N64 3D platforming fans will be the news that ***Wetrix*** developers Zed Two are hard at work on just such a thing, bolstered by the fact that they've also got a Looney Toons licence. So, the Tazmanian Devil in a Mario-esque adventure. It would appear so. Very nice.

Nintendo, themselves, have also been hard at it these past few weeks, confirming to their fans worldwide that a satellite station entirely dedicated to the finest games in the universe would be up-and-running by the year 2000. We sincerely hope that it won't be an unadulterated dull-a-thon like Sega's recently set-up station. Nah, of course it won't. Although...


ALSO AVAILABLE FOR
CHILDRENS PARTIES
FIGHTERS DESTINY
ocean
imagineer
Genki

PLANET 64 COMING SOON

RPG NEWS WITH WIL OVERTON



## Good looking and heading our way!

# Elemental magic!



▽ The desert temple is a fantastic new location.



△ "And the municipal gardens can be hired for weddings and other functions."



◁ It's Brian Blessed, and he wants to shout at you!!!!!







△ Thankfully there's still room for the traditional RPG item store.

Deep inside the treacherous forest of doom. Er... or something. ▽



△ Decor by BBC2's Home Front.

Approach the mystical floating stones! ▷



## HOLY MAGIC CENTURY

| KONAMI | 96M | 1 | March | Spring |
|---|---|---|---|---|

**It's not hard getting excited about *Holy Magic Century*. Especially when you know that those awfully nice folk at Konami will be bringing it to these shores long before we get an official sniff of *Zelda*.**

Of course, **N64** Magazine has been on *Magic Century*'s trail since it was known as *Crystal Stories* a year ago, but even we were surprised when the latest version hit our desks just recently. To say it's come on in leaps and bounds since then is definitely something of an understatement. The few, very pretty but functional, villages are now replaced by gloriously realised cities and towns. You can now enter every building and find a huge variety of different layouts. Particularly impressive being the king's palace, complete with sweeping staircases and knights standing guard at every room.

There's still not much more information regarding *Magic Century*'s storyline but the combat system seems to be in a state of flux. The elemental C-button attacks are still in place but each battle now appears within a strange electrical field that restricts your attacking area.

With a Japanese release looming we're already gearing up for massive *Holy Magic Century* coverage, leading up to the Western version.



# ASK FuSoYa

Greetings my small square-eyed goblins of the ether. I trust I find you glistening. Last month I promised that I would try and discover what the mysterious Crave (they of ex-Square Soft and recent programming duties on ***Robotron 64*** fame) were up to on the N64 RPG front. Alas the news is, for the moment, slim. No amount of herbal truth serum would elicit what FuSoYa would deem as some decent information, apart from their boasting of ***FFVII*** beating graphics, a possible U.S. comic book licence and, at least, a 1999 release date. Still, I feel that this month's ***Holy Magic Century*** pictures more than make up for the hideous possibility of a Spawn RPG. Now, on with your missives!

**Run George Armstrong of Leighton Buzzard. Run into the eternal light and bathe in the warmth of its question enhancing properties.**

Dear FuSoYa
On *The Legend of Zelda: A Link To The Past* on the SNES, when you went into the dungeons/castles a map would be shown. But a room on the map would only be shown on the screen if you had actually been in that room (if you see what I mean). Will this be the same for *Zelda 64*?

**FuSoYa (reading this, as he is, in the comfort of his wizard's cove hallway) casts 'Stannah Stair Lift!' as he finds that 45° travel helps his concentration (and veins).**

*A few months ago I would have said no, but after last month's screenshot revelation of an on-screen map, I don't know. I would imagine that the system follows a similar path to its predecessors, whereby you need certain items to reveal the full extent of the dungeon maps. But, as you can see here, there are now also maps for the outside terrain too.*



**Now, come forward Derek Topper of Bristol (Derek has drawn a nice picture of himself in a train for me – bless) and let me soothe your fevered uncertainties.**

I was a little disappointed to see the screenshots of *Super Mario RPG2* recently. It looks more like an action game than a true RPG. Are these shots very early or is this what it's really going to be like?

**FuSoYa partakes of Max Strength Lemsip and settles down to answer.**

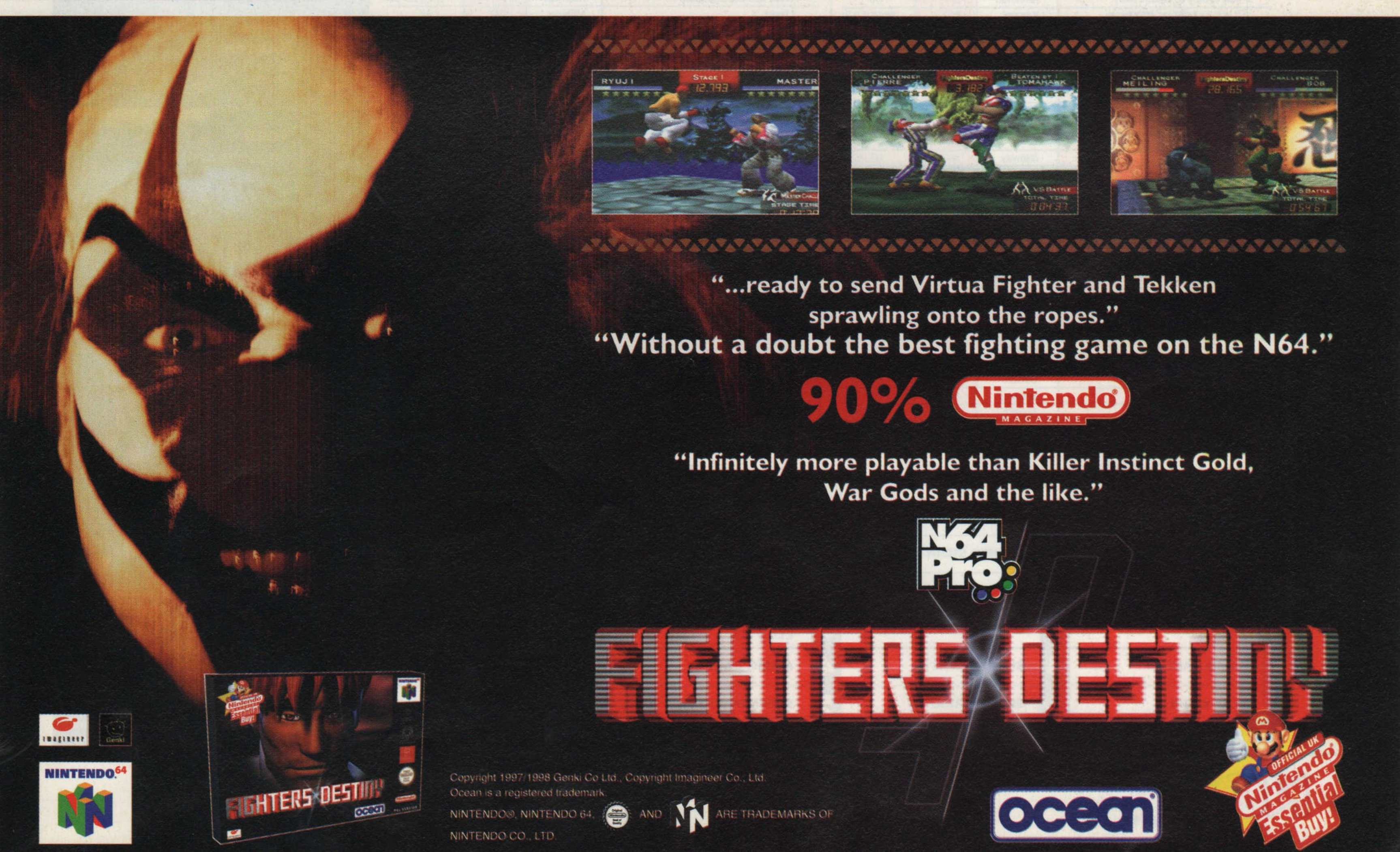
*Yes, it's true that Super Mario RPG 2 seems to have taken a rather different tack to the SNES original. And, as it has recently come to light that the release date could be as soon as June (in Japan), tying in with the 64DD, you have to suspect that these are fairly advanced screenshots. I have to admit to being slightly worried as to its validity as a great RPG as, not only is it not strictly a Nintendo game – being programmed by a mysterious company known as Intelligent Systems – but Miyamoto has already labelled it very much a 'beginners RPG'.*

**And that's all I have time for now disciples. It is my 60,000 birthday as I write this and I'm off with the local chapter of the Tolkien Young Mothers tonight, to a hot 80's party. So, remember my young ones – 'everybody have fun tonight – everybody Wang Chung tonight'.**

**Send your RPG questions via the post dragons to me at:**

**Ask FuSoYa**
**N64 Magazine**
**30 Monmouth Street, Bath,**
**BA1 2BW**

**Every one gets read. Promise.**



# ULTRA RELEASE LIST

PLANET 64 COMING SOON

**The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.**

| | Game name | Publisher | Type | Country |
|---|---|---|---|---|
| **March 1998** | | | | |
| 30 | 1080° Snowboarding | Nintendo | SPT | US |
| | Pro Baseball King 2 | Imagineer | SPT | JPN |
| | Bio Tetris | Bottom Up | ETC | JPN |
| | Holy Magic Century Eltale | Imagineer | RPG | JPN |
| | Kiratto Kaigetsu | Imagineer | TAB | JPN |
| | Quake 64 | GT | SHT | US/UK |
| | Snow Speeder | Imagineer | SPT | JPN |
| | Super Robot Spirits | Banpresto | FGT | JPN |
| | Twisted Edge Snowboarding | Kemco | SPT | US |
| | NBA Pro '98 | Konami | SPT | US |
| | Jeopardy! | Gametek | PUZ | US |
| **April** | | | | |
| | Pachinko 365 Days | Seta | ETC | JPN |
| | Legend of Zelda 64: Ocarina of Time | Nintendo | RPG | JPN |
| | Mystical Ninja 64 | Konami | RPG | UK |
| | Banjo-Kazooie | Nintendo | ACT | JPN/US |
| | Snobow Kids | THE Games | ACT | UK |
| **May** | | | | |
| | Sim City 2000 | Ocean | SLG | UK |
| | Rev Limit | Seta | RAC | JPN |
| **June** | | | | |
| | F-Zero X | Nintendo | RAC | JPN |
| | Pocket Monsters 64DD | Nintendo | RPG | JPN |
| | Talent Maker 64DD | Nintendo | ETC | JPN |
| | Polygon Maker 64DD | Nintendo | ETC | JPN |
| | Picture Maker 64DD | Nintendo | ETC | JPN |
| | Conker's Quest | Nintendo | ACT | JPN/US |
| | World Cup '98 | EA | SPT | US/UK |
| | ISS Pro '98 | Konami | SPT | UK |
| | Silicon Valley | BMG | ACT | US/UK |
| | Wrecking Balls | Acclaim | PUZ | US/UK |
| | Ken Griffey Baseball (Yes!) | Nintendo | SPT | US |
| | G.A.S.P.! Fighters' NEXTream | Konami | FGT | JPN/US/UK |
| **July** | | | | |
| | Forsaken | Acclaim | ACT | US/UK |
| | Tonic Trouble | Ubi Soft | ACT | UK/US |
| | Banjo-Kazooie | Nintendo | ACT | UK |
| | NBA Basketball | Nintendo | SPT | JPN |
| **1998** | | | | |
| early | Centipede X | Midway | SHT | US |
| spr. | Jungle Emperor Leo | Nintendo | – | JPN |
| spr. | Ken Griffey Jr Baseball | Nintendo | SPT | US |
| spr. | Mission: Impossible | Ocean | ACT | US/UK |
| spr. | Cruis'n World | Midway | RAC | US |
| sum. | Body Harvest | Nintendo | SHT | US |
| sept. | F-Zero X | Nintendo | RAC | UK |
| aut. | Rampage World Tour | GT | ACT | US/UK |
| aut. | UEFA Soccer | Ocean | SPT | UK |
| nov. | Legend of Zelda: Ocarina of Time | Nintendo | RPG | UK |
| wint. | Unreal | GT | ACT | US |
| | Acclaim Sports Soccer | Acclaim | SPT | US/UK |
| | Art of Fighting Twin | Ocean | FGT | UK |
| | Attack! | Midway | – | US |
| | Buck Bumble | UbiSoft | ACT | US/UK |
| | Earthworm Jim 3D | Interplay | ACT | US/UK |
| | Extreme G 2 | Acclaim | RAC | US/UK |
| | Flights of the UN | Video Sys. | SHT | JPN |

| Game name | Publisher | Type | Country |
|---|---|---|---|
| Golf | Nintendo | SPT | JPN |
| Grand Prix Race | Video System | RAC | JPN |
| Hybrid Heaven | Konami | ACT | US/UK/JPN |
| Jungle Emperor Leo | Nintendo | ACT | JPN |
| Kirby's Air Ride | Nintendo | RAC | JPN/US/UK |
| Legend of Zelda 64: Ocarina of Time | Nintendo | RPG | US/UK |
| Mortal Kombat 4 | Midway | FGT | US/UK |
| NBA Jam 98 | Acclaim | SPT | US |
| Pikachu Genki Dechu | Nintendo | ETC | JPN |
| Powerslide | Emergent | RAC | US |
| Quest 64 | THQ | RPG | US |
| Quest for Camelot | Titus | – | US |
| RoboTech: Crystal Dreams | Gametek | SHT | US |
| Sim Copter | Maxis | SIM | US |
| Space Circus | Ocean | ACT | US/UK |
| Spooky | ICE | ACT | US/UK |
| Thornado | Factor 5 | SHT | US |
| Turok 2 | Acclaim | SHT | US/UK |
| Ultra Donkey Kong | Nintendo | ACT | JAP |
| V-Rally 64 | Ocean | RAC | UK |
| **No release date yet** | | | |
| 7th Legion | DMA/Epic | – | US |
| Bond Engine Game* | Rare | SHT | US/UK |
| Buggy Boogie | Nintendo | RAC | JPN |
| Cavalry Battle 3000 | JSS | RAC | JPN |
| Daikatana | Ion Storm | SHT | US |
| Dracula 3D (Castlevania 64) | Konami | ACT | JPN/US/UK |
| F-Zero X (add-on disk) | Nintendo | RAC | JPN |
| FIFA '99 | EA | SPT | UK |
| Freak Boy | Virgin | ACT | US |
| GEX: Enter the Gecko | Midway | ACT | US/UK |
| Ghouls and Ghosts 64 | Capcom | ACT | JPN |
| Ikazuchi no Goto Ku | Seta | TAB | JPN |
| Jack and the Beanstalk | Nintendo | – | JPN/US/UK |
| Joust X | Midway | SHT | US |
| Jikkyo Golf Tournament 98 | Konami | SPT | JPN |
| Kindaichi's Accident File | Hudson | – | JPN |
| Knife Edge | Kemco | SHT | US |
| Legion X | Hudson | – | JPN |
| Loderunner 64 | Bandai | ACT | JPN |
| Mother 3 | Nintendo | RPG | JPN |
| Paperboy 64 | Mindscape | – | US/UK |
| Puzzle Game* | Capcom | PUZ | JPN |
| Reason | Imagineer | – | JPN |
| Rugrats | T•HQ | ACT | US |
| Sim City 64DD | Nintendo | SLG | JPN |
| Space Jelly | Soft. Creat. | ACT | UK |
| Street Fighter 64* | Capcom | FGT | JPN |
| Superman: Anim. Series | Titus | ACT | US |
| Super Mario 64 2 | Nintendo | ACT | JPN/US/UK |
| Super Mario RPG 2 | Nintendo | RPG | JPN/US/UK |
| Top Gear Rally 2 | Kemco | RAC | JPN/US/UK |
| Top Gear Rally 64DD | Kemco | RAC | JPN/US/UK |
| VR Baseball | Interplay | SPT | US |
| Wetrix | Ocean | PUZ | US/UK |

* working title

**KEY**

| | | | | | |
|---|---|---|---|---|---|
| | | | | SHT | SHOOT-'EM-UP |
| ACT | ACTION | RPG | ROLE-PLAYING GAME | SIM | SIMULATION |
| FGT | FIGHTING GAME | SPT | SPORT | RAC | RACING |
| SLG | STRATEGY | TAB | BOARD GAME | ETC | MISCELLANEOUS |

## TOP 5 IN THE UK
Source: ChartTrack

1. DIDDY KONG RACING
2. FIFA '98: RTTWC
3. SUPER MARIO 64
4. MARIO KART 64
5. LYLAT WARS

## TOP 5 IN JAPAN

1. YOSHI'S STORY
2. PUYO PUYO SUN 64
3. DIDDY KONG RACING
4. BOMBERMAN 64
5. SUPER MARIO 64

## TOP 5 IN THE USA
Source: VidTrac

1. GOLDENEYE 007
2. DIDDY KONG RACING
3. NFL QUARTERBACK CLUB '98
4. MARIO KART 64
5. SUPER MARIO 64

## TOP 5 IMPORTS
Source: Project K

1. YOSHI'S STORY
2. DIDDY KONG RACING
3. GOLDENEYE 007
4. SUPER MARIO 64
5. DUKE NUKEM 64

N64 MAGAZINE

## Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1 → **The Legend of Zelda 64** Nintendo Japan: April UK: TBA



2 → **F-Zero 64** Nintendo Japan: June UK: TBA



3 ↑ **ISS Pro '98** Konami Japan: June UK: June



4 ↓ **Castlevania 64** Konami Japan: TBA UK: TBA



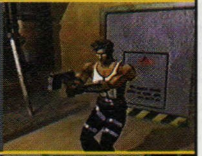
5 → **Banjo-Kazooie** Nintendo UK: TBA



6 → **1080° Snowboarding** Nintendo Japan: Feb UK: TBA



7 → **Hybrid Heaven** Konami Japan: TBA



8 NEW! **Mother 3 64DD** Nintendo Japan: TBA



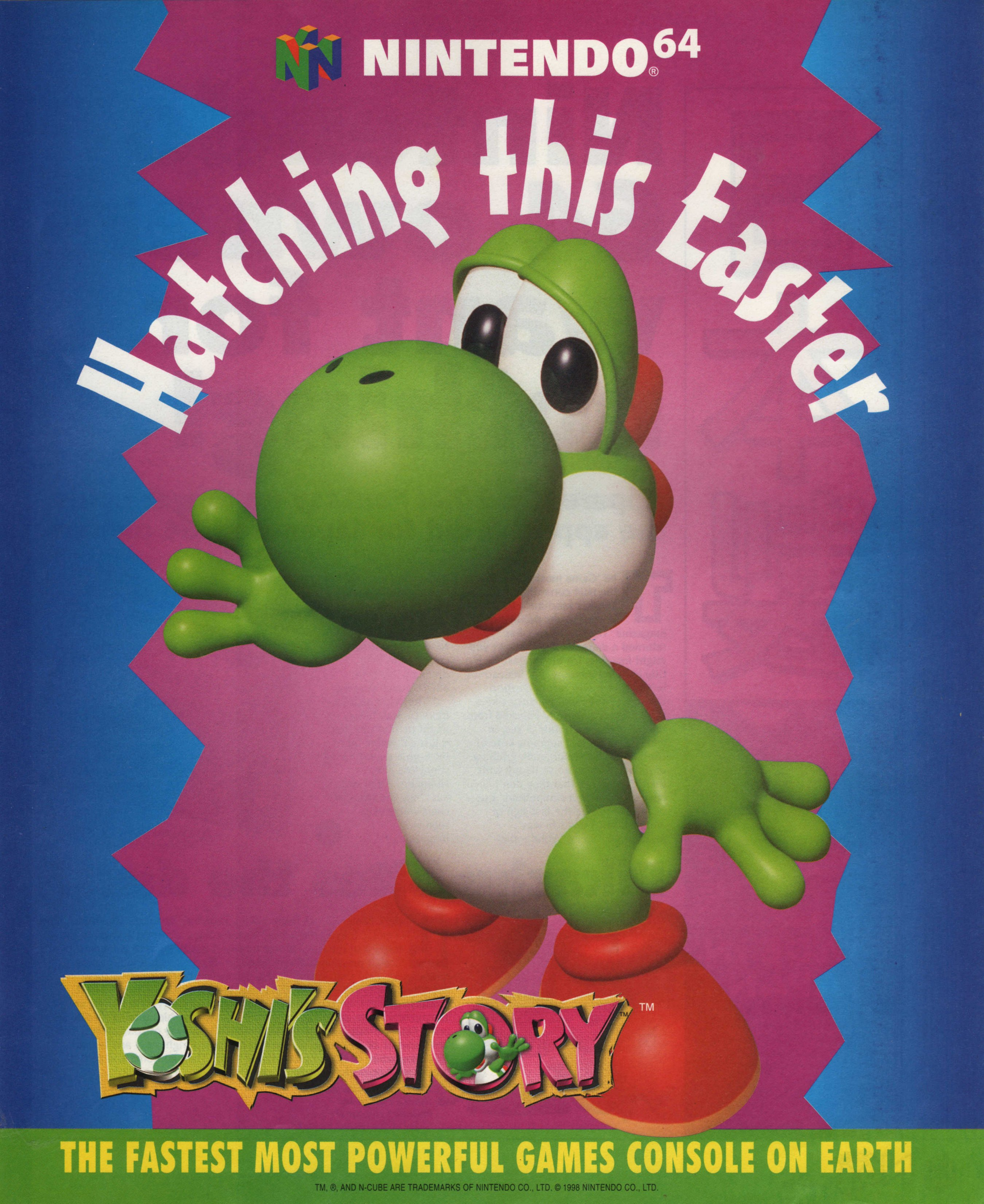
9 → **Super Mario RPG 2** Nintendo Japan: TBA



10 → **Jungle Emperor Leo** Nintendo Japan: TBA



**Bubbling Under:** *Super Mario 64 2* (Nintendo), *Snobow Kids* PAL (THE), *Goemon* PAL (Konami).


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日本製

# Nintendo 64 owners want for nothing!

## Apparently, *Final Fantasy* no longer holds the appeal it did for Japanese N64 owners.

**The 'Game most wanted for the N64 currently on another machine' chart, hosted by the popular magazine 'The 64 Dream', has returned a dramatic first. Not, as you might imagine, for the longest chart title in living memory, but instead for bringing in a zero result. *Dragon Quest* and the *Final Fantasy* series have been dramatically knocked from the top spot by... nothing! Yes, in what amounts to a supreme vote of confidence in the burgeoning library of games, voters are so happy with their N64 games that they don't even have time to covet competitors' titles.**

Could this be the first sign of what Hiroshi Yamauchi was predicting at Space World – that gamers in Japan are losing interest in straight RPGs and are looking for newer types of games? If so, Nintendo must be confident in their distinctly left-field 64DD launch strategy.

The other, slightly more cynical, theory might be that the chart is just a cunning bit of PR from a magazine with very close links to Nintendo. Either way, it has to be the strangest chart we've ever seen in a magazine.




Satisfied gamers or a more sinister conspiracy?




## MADE IN JAPAN

Ever wondered what exactly is going on within the Japanese gaming fraternity? Or indeed, where you can go skiing in Tokyo? For a monthly update, Max is the man.

# Pikachu bites the dust?

Lately, Nintendo has been making headlines like crazy. The recent scare over TV Tokyo's 'Pokemon' cartoon show attracted a stupendous amount of media coverage mostly, it has to be said, generated by the foreign press, including sizeable articles in British and American newspapers. Odd that, seeing as you can't even buy the stuff in these countries. Then, this morning, there was a show featuring the 100 best products of 1997, and the loveable, totally irresistible (yes, I'm being sarcastic) Tamagotchi steamrollered in at number one, with a sales total of 14,500,000 units. *Final Fantasy VII* only made number 13, by way of comparison. And the best news of all, of course, is that you can go out right now and buy an N64 incarnation of the simplest idea of 1997. Then go home and play it on the most powerful console on earth. Super.



Will recent health scares mean a change in Pikachu's fortunes?

## Hongo-san speaks. Without saying anything

The head of Nintendo's publicity department has been taking notes out of the Conservative Party's tome '1001 cunning and creative ways to avoid answering the question'. Quizzed about the possibility of an N64 rendition of '*Wario Land*', the response was an admirably evasive 'We can't say it won't be coming out'. Double negatives – don't you just love 'em?



## Pri-Kla gets genetically-enhanced

The legion 'Pri-Kla' sticker machines have welcomed two further variations into their gene pool. One, available only at branches of 'Mister Donut', takes a picture and deposits it on a re-useable ink stamp, so you can delight your friends and torment your enemies by leaving your ugly mug on every porous surface you can find. The other machine allows you to record a short voice sample, and then delivers a small key-ring doll which, when activated, reproduces what you just recorded. Over and over and over again. Suggested uses ranged from sweetheart love utterances to sending messages of support to a parent working, say, on an oil-rig somewhere.

# AN ENGLISHMAN IN TOKYO

## Go Eddie, go!

**This month I've expanded my games library by another one or two titles and, at present, it's *Yoshi* and the Hyper Olympics in the *Nagano* game which are forcing me to neglect my marital and paternal duties. Still, what could be more important than guiding Yoshi through that scary labyrinth of giant leaping fish and those little baddies that look like Jawas wearing hockey masks? Heihos, I think they call them. *(We know them as shy guys in the West – Ed.)* Well, winning gold at the downhill section of the Alpine Skiing event in the Nagano Olympics comes close, I reckon.**

At the time of writing, Olympic officials and Nagano authorities are still embroiled in their life-or-death deliberations over the starting point of the men's downhill. Countless hours have been wasted arguing whether the higher start is going to pose an unacceptable threat to the habitat there, or if it is more important to remain faithful to the dictates of the Olympic Committee. Happily, however, you can brush such harrowing dilemmas aside and just get stuck right into recreating the disputed event but this time, WIN A GOLD MEDAL FOR BRITAIN in the process! Hurrah!

When James was here for the Nintendo Space World exhibition, we went skiing in the incredible 'Zauss'; an indoor ski slope with real snow (see picture), just along the road from my house. So, he'll be able to tell you that I possess a prowess for winter sports second to, um, everyone else in the world. Even so, the possibility of carrying off the gold for the homeland is pretty irresistible, especially given the fact that the closest we've come to it lately has been from a couple of blokes who ski on top of car roofs and a myopic, rather pathetic chap named after a bird considerably more capable in the flight department. I can do better than that, surely. And so can you, I'm sure, particularly after all that snow you've been having to put you in the mood. So, with my glorious gold medals for Britain in the K90, K120 and Bobsleigh events as an example to you all (confirmed – see photo), get the game and bring home that bacon!

The last week of December saw nine more titles released for Japanese gamers. That's nine. In a week! One of those was *Hexen*, 'tis true, but there was also the delightful '*Yoshi's Story*' and Asmik's '*Battle Pro-Wrestling*', which, if street play is anything to go by, will be a popular release. It's still too early to tell who's won this region's battle for Christmas sales, but yet again, only Sony had something a little special on offer. With their ten-millionth console sold, all subsequent machines come in a more impressive box and include the 'Dual Shock' force-feedback controller. Then there's the limited edition, which is black, like the Yaroze. Cosmetic, admittedly, but it works.

Nintendo had the Pocket Monster tie-in special offer, but you don't get anything extra when you just buy the machine. I know, because I bought another one this Christmas (not for me) and didn't get any surprises. Except that you STILL have to fork out extra for a cable to make the thing work – come on Nintendo guys, this should be included in the base price.




*Yes, I am indeed a true sporting champion and there it is, the gold for Great Britain.*



*Ah, bless him. This was taken just before he fell over.*

## LEARN JAPANESE

PART 9

**All the lingo you'll need for the winter olympics. And some.**

**Yokkatta! Yuki ga futte imasu** = 'Great! It's snowing!'

よ っ か っ た ！ 雪 が 降 っ て い ま

**kin medura** = 'gold medal'

金 メ ダ ル

**Anata no make! He he he!** = You lost! He he he! (see 'I won!' in November issue).

あなたの負け！ H e h e h e

**ichi ban ii** = 'the best'

一 番 い い

**Denai towa, ienai desu ne** = 'We can't say it won't be coming out' (an essential phrase I'm sure you'll agree).

出 な い と は 、 言 え な い で す

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

# N64 MAGAZINE ARENA





## FIGHTERS DESTINY

Finally, a brilliant N64 beat-'em-up...

GO TO PAGE 32

# N64 MAGAZINE ARENA

## Guide to scoring

*Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.*

**85% and above** — *Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

**84% - 70%** — *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*

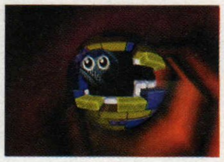
**69% - 50%** — *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*

**49% - 20%** — *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

**19% - 0%** — *Unfortunately, a couple of these monstrosities have fallen into our laps. As promised, we have punished them ruthlessly and we will continue to do so.*

# TETRISPHERE



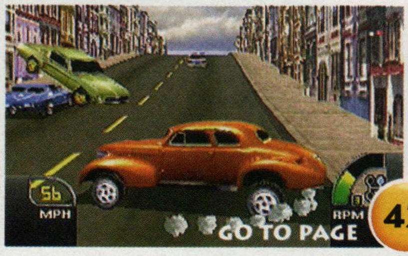
**The simplest game in the world goes all 3D! Magic!**




GO TO PAGE 40

# CRUIS'N' USA

**Erm, plugging the gaps? Surely the only explanation. Flip to our PAL review to find out why.**




GO TO PAGE 42



# IMPORT ARENA

**The games they're playing in America and Japan.**



## SIM CITY 2000

**Buildings? Trees? Water pipes? Welcome to *Sim City* in 64-bit.**

GO TO PAGE 44



## PACHINKO WORLD 64

**Pinball, Japanese-style! Except, of course, it's absolutely awful.**

GO TO PAGE 47

# HOW IT WORKS

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end, no matter how hard it is. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with useful information and hard-won secrets.

## What those categories mean

### 9 VISUALS

*The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?*

### 9 SOUNDS

*Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?*

### 9 MASTERY

*With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?*

### 9 LIFESPAN

*At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter-out prematurely.*

### VERDICT

*The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.*

## Team 64

***So, the fighters have a destiny, do they? Well, so do Team 64...***



**James Ashton**
*"My destiny was to become Editor of* **N64** *Magazine and now that it's come true I shall exert my authority with cold-hearted ruthlessness. Ducky".*
***Game of the month:*** **Wetrix**



**Paul Jarrold**
*"To triumph at a game. Any game, you understand. I'm really not fussy. I don't mind which. As long as someone lets me win. Oh, please let me win..."*
***Game of the month:*** **Pachinko**



**Wil Overton**
*Expecting us to make "some Mah Jong joke or other", Wil refused to say what his destiny was. Later, he begrudgingly admitted, "To get a triple wan, OKAY?"*
***Game of the month:*** **Holy Magic Cent.**



**Jes Bickham**
*"Well, we were obviously delighted to get to number one with Barbie Girl and Dr Jones is currently doing well. So, my destiny has come true". Plum.*
***Game of the month:*** **Fighters Dest.**



**Tim Weaver**
*Tim has officially been gagged from this month on and will not be commenting on his destiny or anything else. This is due to an excessive use of the word ber-*
***Game of the month:*** **FIFA '98: RTTWC**



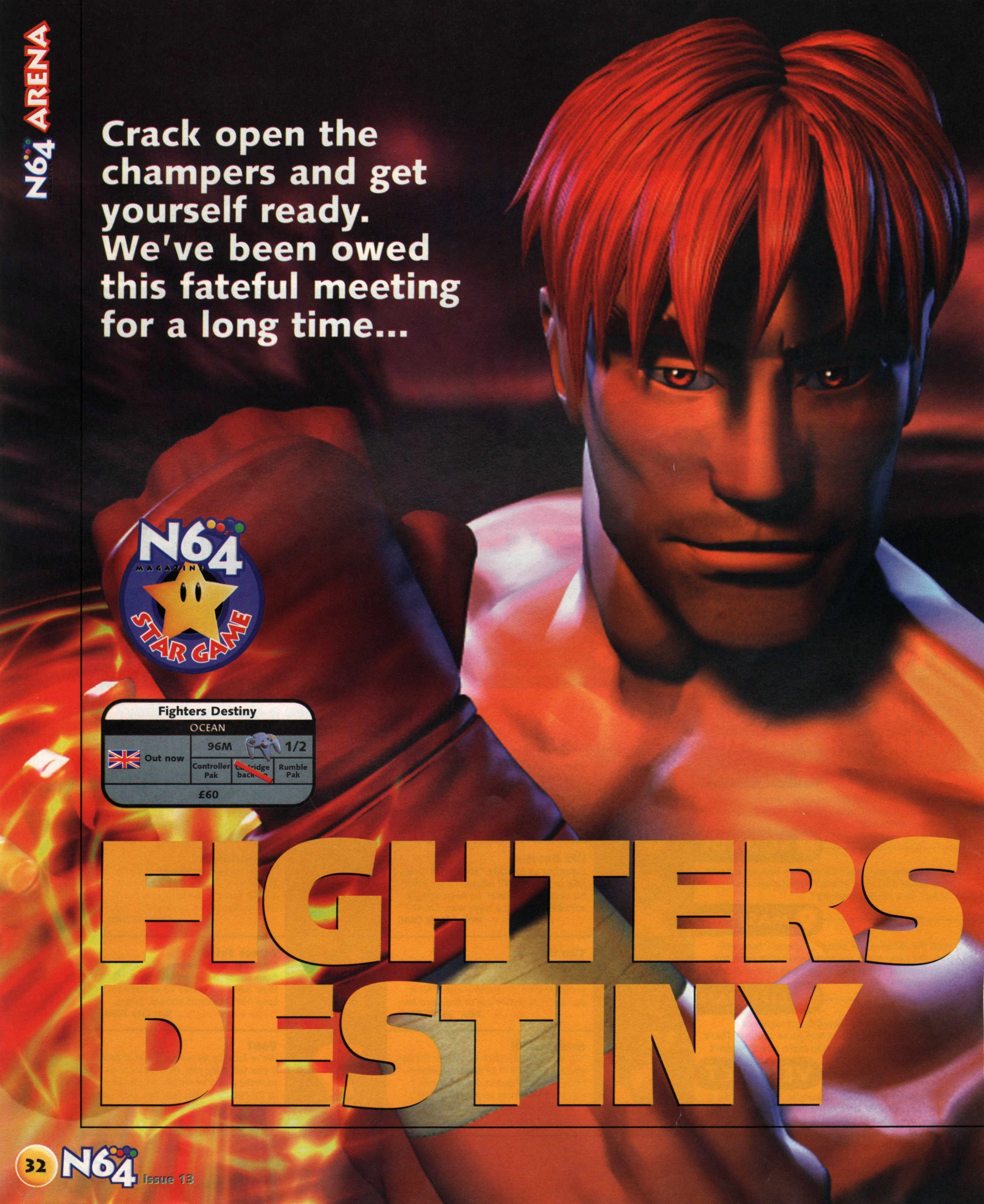
**James Price**
*New boy, James was on sale-or-return from Talented-Games-Writers-R-US. We liked him a lot, so we've decided to keep him. Welcome aboard, James.*
***Game of the month:*** **Sim City 2000**



**Andrea Ball**
*"To discover The Stick O' Wrath. It's an ancient Big Stick™ of mythical proportions written about in old scriptures. I will then hit James very hard with it".*
***Game of the month:*** **Cruis'n USA**

**?**

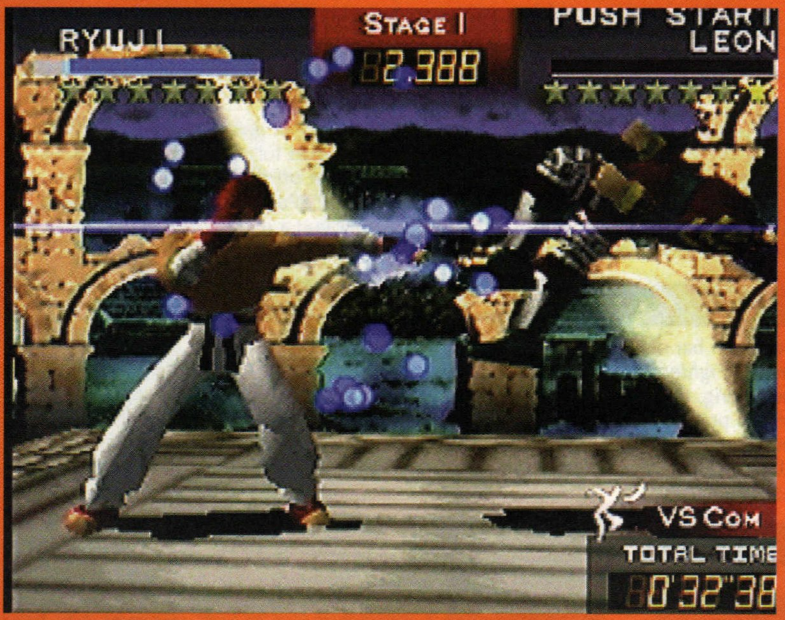
**You?**
*We're looking for a new writer at* **N64.** *If you fancy the job, send us a CV and something you've written to convince us that you'd be our best bet. Deadline: 13th March. Good luck.*
***Game of the month:*** **TBA**



Crack open the champers and get yourself ready. We've been owed this fateful meeting for a long time...

| Fighters Destiny | | | |
|---|---|---|---|
| OCEAN | | | |
| Out now | 96M | | 1/2 |
| | Controller Pak | Cartridge back-up | Rumble Pak |
| £60 | | | |

# FIGHTERS DESTINY




"So there I was, hanging out the washing, and Mavis said that Howard had.... hello? Oh. Sorry, I appear to have hit you rather hard."




Hidden away in the Commands List is the little known Cuddle Combo.




"Go on! Hit him in his Hairy Monkey Ass!" (courtesy of Tim Weaver, 1998).







The points system in all its glory.

Seeing stars, as they say.






**Ours is the first generation to have grown up with videogames. Were any of us born before they were invented, we would have had to have put up solely with Monopoly, or hide-and-seek, or tin soldiers, or toiling in a Victorian workhouse for our entertainment. But we're lucky to be here in this day and age. And throughout it's relatively short history, the teenager that the videogame has now become can be divided into roughly four categories; racing, adventure/RPG, action/shoot-'em-up, and one more. One that can be regarded as the defining console game.**

And that is the beat-'em-up. Look in any arcade and chances are, the fighting games will outnumber anything else. It's also a tricky task indeed to find anyone with a home games console – be it Saturn, PlayStation, SNES or N64 – that doesn't own a beat-'em-up. EVERYONE should own a decent beat-'em-up. Not only do they offer a charmingly violent release from the chores of humdrum everyday life but, if you've got a friend, they offer plenty of chopsocky fun. It is, undoubtedly, the most enduringly popular genre of game on the planet.

And it has been said, often and at length, that the N64 has yet to find a decent fighter. We've waded through the dross – *War Gods*, *Clayfighter* – and the merely average to find one so far that has been in any way decent (*Mace: The Dark Age*). In the long running but utterly pointless series of arguments that have raged over which console is the best, it's Sega and Sony that have run away with the fighting honours, with their *Virtua Fighters* and *Tekkens* respectively.

But the question burning on everyone's lips must be: has the N64's time finally come? Is *Fighters Destiny* the beat-'em-up that will prove the big N's mastery, finally, in every area? Well, grab your self a cuppa, put your feet up and turn the page. All will be revealed...

GO! GO!

**GAME MODES**
Go for Record Attack mode and you'll find yourself presented with three different sub-modes: Survival, Fastest and Rodeo. Survival is a straight win-100-fights endurance test (eek), and Fastest is a time trial affair, the point of which is to defeat your opponent within a minute. Rodeo, though, is just plain weird – the intent is to stay inside the ring for as long as you can, fighting a GIANT COW CALLED USHI. It's deeply strange.

And what happens if you beat these modes? We'll keep you posted...





# THE WAY OF THE WARRIOR

***Fighters Destiny* doesn't work like any other fighting game we've ever seen. Genki have plainly sat down and thought long and hard about how to make their game different from the rest.**

Rather than just wading in and knocking the stuffing out of your opponent, the first fighter to reach seven points wins. Points are awarded for different moves, and you'll get more for the more complex ones. For instance, a cheap way of gaining a single point is to charge in at full steam and batter your opponent off the edge of the ring for a 'Ringout'. Pulling a Special, however, will garner you a mighty four points. Confused? Here's how it works:

## HEALTH

In most fighting games, you'll simply wear away the health bar of your opponent until it's all gone, and he/she is 'dead'. In *Fighters Destiny*, however, the energy bars are constantly recharging, thus keeping the emphasis on the points system. But! Certain point-scoring moves require you to have drained all of your opponents health, at which point they'll become dazed, with stars circling around their head. This is known as the 'Piyori' condition.

## RINGOUT

***Points Worth: 1***

A simple way of earning a point, simply batter your opponent off the edge of the fighting arena.




## THROW

***Points Worth: 2***

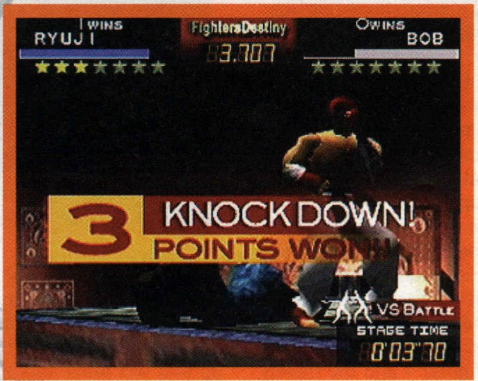



Get in close and fling your opponent to the floor. There are several different throws available and it's essential to know which to use at a particular time. For instance, the 'Inashi' move will yank your opponent to the side so you can get in with impunity and use a side throw.

## KNOCKDOWN

***Points Worth: 3***

Basically, wallop your opponent to the floor. There are two ways to achieve this: every character has a Knock Down move or two, which is an incredibly powerful attack that culminates in an impressive blue-and-white explosion. The pay off is that they take ages to enact. The alternative is to wear 'em down to the Piyori condition, where they can be knocked down with a simple prod in the chest – this takes a concerted offensive strategy, mind.




## SPECIAL

***Points Worth: 4***

A devastating alternative to the Knock Down, the Special is pretty much an Execution or Fatality by any other name. Again, wear your opponent down to the Piyori condition, and pull off the Special. It's a blimmin' pretty sight, we can tell you, with a multicoloured explosion filling the screen.




## COUNTER

***Points Worth: 3***

If you manage to 'break' an opponents attack with a special Counter move you'll earn yourself three points. They're very tricky to pull off, though, as you've got to be quick with the ol' pad.




## JUDGE

***Points Worth: 1***

If you run out of time and neither fighter has reached seven points, the judge will award a point to whoever has had the upper hand, monitored on a separate points scale that takes into account the complexity of the moves used and the amount of hittage achieved.



# USE THE SHAOLIN BUDDHA FINGER, MY SON

**F*ighters Destiny* also differs in its control set-up, with only two move-specific buttons. There're still a huge amount of moves available through the combination of buttons and D-Pad, though.**

## D-PAD

Controls movement. You can customise the controls, though, so that you can choose the analogue joystick instead. We think that it's far preferable to use the D-Pad, though, as it's quicker and more suited to frantic pad-thrashing than the stick.

## A BUTTON

Known as the Lower Attack (or 'D') button.

## B BUTTON

Known as the upper Attack (or 'U') button.







△ *Baked Beans before a fight will result in the shattering 'Wind Break' manoeuvre.*






All of these (D-Pad, D and U) can be combined for a bewildering variety of kicks and punches, as well as torso-aimed Middle attacks.

## LEFT SHOULDER BUTTON

Or 'H' button. This is your 3D sidestep button.

## RIGHT SHOULDER BUTTON

Yer basic common or garden block button.

## ... AND THE REST?

Pleasingly, in a *Tekken*-style arrangement, there is a complete list of moves available for every character in game, from more mundane Upper, Middle and Lower attacks to point-winning Knock Downs, Specials, Counters and Throws. There are plenty of moves that all characters share, such as certain throws, but each character also carries their own unique attacks, be they Specials, Knock Downs or whatever, specific to their style of fighting and so on. Sadly, Pierre, who is a clown, doesn't throw custard pies. But he does have a 'Transform' move that inflates his comedy red nose. So that's alright. Simply press A in mid fight to find the Command list. And learn them all. FOR YOU MUST WIN.

## TRAINING

Handily, there's a special training mode so you can practice all your devious tactics (including gained skills) on a witless robot called (wait for it) Robert. this is divided into four different areas.

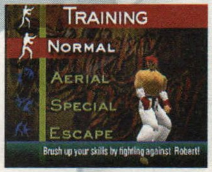
1) Normal: so you can practice your more mundane, energy sapping Upper, Lower, and Middle slaps and punches.

2) Aerial: for mid-air moves, like flying kicks, and so on.

3) Special: those all-important 4-point-getting 'fatality' moves. Happily, Robert obliges by staying in the punch-drunk Piyori condition so you can knock him around with impunity.

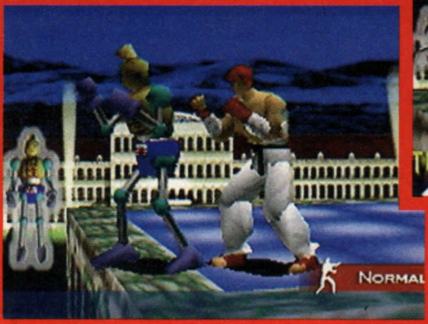
4) Escape: Grabbed by the baddie and can't escape? this mode will allow you to practice all sorts of retaliatory moves, including the incredibly handy land-on-your-feet-after-you've-been-thrown-then-throw-your-opponent-type-thing. We think that's what it's called.




## FREE SAMPLE

Here's a quick example of a simple two-move throw, that'll get you two points if you're successful. We're playing as Ryuji. Thanks go to Robert, the idiot Robot we choose to beat up as we practice. Cheers, mate.




△ **STEP 1**
Move in close to your opponent.




△ **STEP 2**
**Now press Away, D and U, all simultaneously for the 'Inashi' move. This will make you pull your opponent away from you, so that you'll be standing behind them.**

**STEP 3**
**Crunch time. A good move to use now will be the Screw Driver. Close in behind and press D+U simultaneously. Hey Presto! Instant headache for Robert, two points for you if this was for real.** ▽




GO! GO!

**SECRET CHARACTERS**
Like any beat-'em-up worth its salt, *Fighters Destiny* has secret characters to be uncovered and used. There're four in all – the Master is available for use when you've cracked the Master Challenge, but there's also a mysterious boss character that can be garnered. The Joker is also available somehow (he'd be great 'cos he's as hard as nails) and Ushi, the cow, can be yours too. Keep your peepers glued to future Tips Extras for details of how to get 'em.

# A BIT HANDY ON THE COBBLES

## There are ten characters initially, all of whom handle differently, with unique skills, styles and difficulty of use.

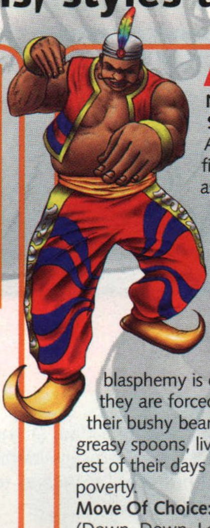
### RYUJI






**Nationality:** Japanese
**Style:** All-rounder
Ryuji learnt all he knows from playing *Streetfighter* as a child, hence his similarity to Ryu (he even nicked the name).
Despite his aim to become the 'Ultimate Fighting Machine', he's a gentle soul with a passion for the works of Oscar Wilde, whom he can quote at will. He's also a 7th Dan in the ancient technique of crochet, known only to the Little Old Ladies of Knittytittypearlwun. The only surviving evidence of this, however, is the antimacassar he made for his mum, which is hidden in the ancestral home. It's in the living room, right in front of the telly.
**Move Of Choice:** Mach Fist (Diagonal Left and U).

### ABDUL

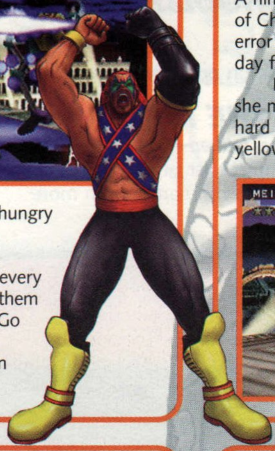


**Nationality:** Mongolia
**Style:** All rounder
A hero in his home country, Abdul favours a style of fighting known as Eyeatealthepyes, developed principally as a rejoinder to the taunts he suffered at the hands of the school bully: the cries of "Mr. Podgy" still ring in his ears to this day.
The origin of his huge curly moustache is shrouded in secrecy. Mongolian heretics maintain that it's drawn on with felt tip pen. If, however, this blasphemy is overheard, they are forced to shave their bushy beards off with greasy spoons, living out the rest of their days in shame and poverty.
**Move Of Choice:** Fireball (Down, Down, Left, U).



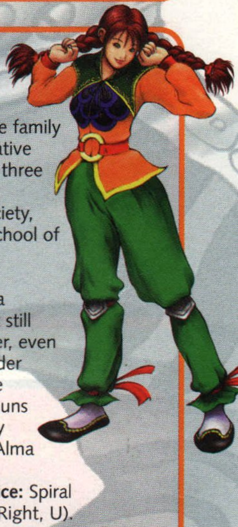

### TOMAHAWK



**Nationality:** American
**Style:** Powerful
Born and bred on Mom's apple pie, Tomahawk believes himself to be the embodiment of all that America stands for. Unfortunately, his mother was great friends with Wavy Gravy, and the permanent haze of what he thought to be 'harmless' cigarette smoke in his childhood home has had a lasting effect. Consequently, he's permanently hungry and giggles at everything.
He does a lot of work for charity, though, and a selective fan club of elderly ladies now follow him to every fight. Many past opponents have petitioned to have them removed, as the sight of 23 octogenerians cackling "Go on, Tommy! Have 'im!" distracted them mightily.
**Move Of Choice:** Lariat (Knock Down: Left, then Left and U together).

### MEILING



**Nationality:** Chinese
**Style:** Quick
A nimble fighter, Meiling inherits her speed from the family of Cheetahs that raised her as a child (an administrative error sent her to the veldt rather than home after a three day field trip in Africa).
In an attempt to integrate herself back into society, she moved briefly to Romford to experience the "school of hard knocks" that is Essex. The memories of her yellow Capri speeding around the mean streets of Rushgreen of a Saturday night still bring a shudder, even now, to the older residents. "She used to play Guns N' Roses ruddy loud", recalls Alma Bootblack, 97.
**Move Of Choice:** Spiral Jump (Down, Right, U).




### NINJA



**Nationality:** Japanese
**Style:** Skillful
Ninja isn't really a ninja at all. His unfortunate christian name led his workmates to enter him into the tournament, "Just for a laugh, like". He's actually a coalman from Solihull, whose pristine white overalls have been blackened over the years by too much rummaging around in coal cellars. "I just can't budge it", he says. "not even on higher temperatures."
Still, he's learnt to hold his own in a fight, although certain professionals believe that this is due to a large lump of coal he hides up his sleeve.
**Move Of Choice:** Curse Palm (Down,




### PIERRE






**Nationality:** France
**Style:** Tricky
Pierre suffered at the cruel tongues of his classmates, who perpetually called him "stinky poo bum", as he had a little 'accident' after being surprised by the school marmoset one day. He became a clown, safe in the knowledge that people would always laugh at him, but now he was being paid for it.
Pierre was discovered when the *Fighters Destiny* tour manager ('Big' Donald Queen) was at the circus with his nephew ('Little' Donald Queen); one of the elephants ran amok, and Pierre, in a fear-facing moment, shoved a marmoset up it's trunk to calm it down.
**Move Of Choice:** Very Mysterious Dance (Special: Back, Back, Forward, U).

## LEON



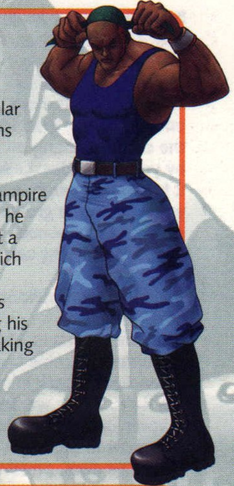
**Nationality:** Spanish
**Style:** All rounder
Leon is made entirely of porridge, bound with twigs and held together by cellophane. He paints his face pink to disguise the fact.

At least, that's what he tells everyone. If truth be known, he's a bit of a twit. His friend, Rodney 'Rod' Rodney, says of Leon "Well, he used to be an OK bloke once, but the porridge thing just went too far and we all got a bit bored. So we took him out back and kicked him 'til he weed himself."




Consequently, every time Leon now enters the ring, he shouts "I AM made of porridge! I AM! It's TRUE! So true... honest...sniff", before crying like a girl.
**Move Of Choice:** Fisherman (Throw: Right, D+U).

## BOB



**Nationality:** Brazilian
**Style:** Powerful
Bob is actually a 'reverse vampire', a lesser known strain of the popular bloodsucker. This means that he sleeps at night and prowls for victims during the daylight hours. When he tells people this they walk away quickly, muttering "He's a mentalist, he is" under their breath.




He doesn't have many vampire friends either, as the only time he gets to meet them is for about a minute when the sun sets, which isn't terribly conducive to meaningful relationships. In his spare time, Bob enjoys putting his hand under his armpit and making 'hilarious' farting noises.
**Move Of Choice:** Buster Sword (Knock Down: Back, Down, U).

## VALERIE



**Nationality:** German
**Style:** Aerial
Grant cuts and expensive loan repayments forced Valerie to take a waitressing job whilst she studied for Martial Arts 101. The antisocial hours, feudal management heirarchy and Dickensian discipline soon took their toll, however, and one night she erupted, tearing the place down with her bare hands and bashing management types left, right and centre. This display of controlled fury so impressed her tutors, though, that she passed with flying colours.




**Move Of Choice:** Somersault Kick (Left, Right, U).

## BORO

**Nationality:** Swiss
**Style:** ?
Little is known about Boro's past, other than she acted as a adjudicator once in a fight between a pushy german and a beleaguered Italian.




Her encyclopaedic knowledge of Dr. Who, though, is renowned far and wide. She famously demonstrated its importance in the grand scheme of all things sci-fi at the Annorax convention in Geneva, 1989; "The Borg, eh? Think they're pretty neat, do you? Well, let me tell you, Mr. Berman, we had the Cybermen first! Lytton was 'assimilated' years before Picard! You second rate Verity Lambert, you. Were Kit Pedler still alive, he'd sue your ass in a moment!"

Boro's place in history was sealed moments later when Michael Dorn tried to break up the escalating argument. She kicked his face off.
**Move Of Choice:** One Handed Back Breaker (Special: Quarter circle left, D+U).

# SURPRISE!

Beating the one player game isn't the end in *Fighters Destiny*, as it would be in most other fighting games. Oh no. Once you've proved your worth and vanquished allcomers in the single player tournament, two things happen:

1) The character you won with gains an all new combat skill. For instance, winning with Ryuji garners him the Shinra-Bansho-Zan, a devastating Special move.

2) You are then allowed to enter the Master Challenge to prove that you really are the best...

## MASTER CHALLENGE

It works like this: when you enter the Master Challenge, you'll have to enter a randomly generated bout chosen from 12 possible fights. There are two possibilities here, you'll either fight the Master who, if defeated, will grant you another extra skill (up to a maximum of eight new ones for each character), or you'll fight the Joker. No, not that one. He's a rock hard jester type figure – but he won't grant you a new skill if you beat him. The kicker is that, if he defeats you, he'll rob you of a newly acquired skill. Erk.

the Master Challenge continues in this vein until you've thrashed the Master and the Joker over all 12 fights until... well, we won't spoil it for you.

## THE MASTER

He's not as hard as you'd expect him to be, although he's certainly a trickier proposition than the more mundane fighters, with a cunning range of attacks and skills. No. Save your fear for...






## THE JOKER

He's a git. Fast, relentless and an expert in all areas, unless you're an absolute *Fighters Destiny* god you'll find your new skills disappearing faster than *GoldenEye* off the shelves of the Electronics Boutique. Be very afraid.



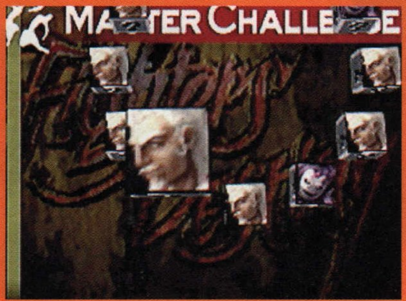

△ *There he is – you'll need to be REALLY good to beat him.*

Thankfully, though, you can save your newly powered up character to Controller Pak after every fight, although you'll forfeit the right to carry on the challenge if you do. So, you have two options:

1) Carry on and trust in yourself, hopefully battling it through to the end and earning all the new moves. or...

2) Save your fighter after every newly acquired skill (providing, of course, that the Joker hasn't beaten you), then starting again with a bigger repertoire of moves every time.





GO! GO!

**RINGOUT RECOVERY**
You, and your opponent, aren't always knocked directly off the combat area. You might make one last flailing grab for the edge and hang on by your fingertips. Leave it too long, though, and you'll fall to the ground, giving your opponent a dignity destroying one point. There are, thankfully, two options available at this precarious juncture. You can either scramble back up and wade back in to the fight, or risk waiting that bit longer for your opponent to approach you. If he does, pressing U+D together may see you grabbing 'em by the ankles and pulling them off instead, giving you the intended Ringout point. What works for you, though, may work for them too, so be careful.









This is what happens if you swear too much. Just ask Tim.



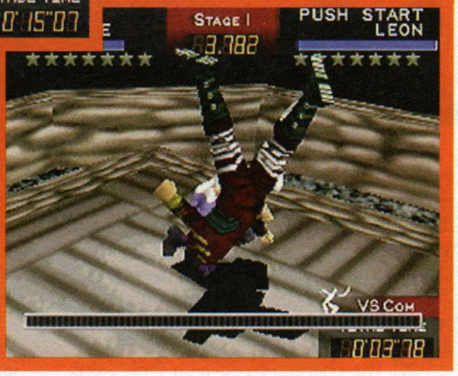

Go on! Hit him! HIT HIM!




You too can have your very own disco-on-a-fist with Fighters Destiny!




NEVER wear leggings like this with an audience of 20,000.




**W**e have waded through the fetid swamp of *War Gods*. We have fought our way through the stinking pile of manure that is *Clayfighter* (I actually got a headache whilst playing it. Jonathan – bless his soul – was actually quite concerned.) Only the vicious hack-and-slash of *Mace* gave us hope for the future. And then, at the end of last issue, we were struck with chronic depression as the awful *Dual Heroes* and the decidedly average *Art of Fighting Twin* brought the N64 fighting game back to desperately unexciting earth. And, so, when *Fighters Destiny* emerged, we were expecting more of the underwhelming same. Despondently, we plugged the cart in, and...

"!" (lost for words, yes?)

*Fighters Destiny* is, for the most part, the N64 beat-'em-up we've all been waiting for. Not only is it a great looking game that moves with all the speed and fluidity of *Tekken*, it blasts fresh and invigorating air into a genre that has been fast running out of ideas. The points system is a splendid innovation, and one that allows for a breathtaking wealth of tactical subtlety – do you try to wear your opponent down and hit 'em with a Special for four points? Or perhaps you'll play a nimbler game and go for the Throws? It's a system that caters for any possible style of play, rather than the cruder ploys of selecting more powerful but slower characters, or weaker but faster ones. The possibilities are enormous, and the thrill of seeing your tactics succeed is, well, thrilling, and palpably so. It's one of the deepest beat-'em-ups we've ever played.

It's the Master Challenge that's really the icing on the cake, though. Not only does it extend the game's lifespan significantly, but... well. Think about it: each character can gain new skills, and can be saved onto a Controller Pak. So why not build up your favourite and take him/her around to a friends house to fight on their N64? Growth in a beat-'em-up? Unheard of. Until now. It's a brilliant touch, and it also gives you another incentive to finish the game, aside from seeing the final screen.

There is a 'but' however, and it pains us gruesomely to discover it. The Master Challenge is certainly no pushover, but the one-player tournament is disappointingly easy, and falls prey to that cardinal sin of fighting games: many of the characters are just a little too prone to being knocked out using the same combination of moves. Certainly, the game never allows you to plough through using the *exact* same strokes but, once you've found a winning formula, you can actually stick to it with no small amount of success. It does, however, seem churlish to remonstrate *Fighters Destiny* for it, with the two player mode allowing all of Genki's innovations full reign, but it mars an otherwise faultless performance. Damn it. But still.

In many ways, this IS our *Tekken*. The smooth and lovely graphics, the sheer number of moves, and the flexibility of the combat system as a whole affirm this. I'll be happy for the rest of my life if *Fighters Destiny* is bettered as a fighting game on the N64 in the near future; as it is, my faith is restored and there's a smile on my face. I walk out of the door and into the night with my head held high, knowing that I'll sleep well tonight.

**JES BICKHAM**




He'll be sore in the morning, just see if he isn't.




**VISUALS 8**
Meaty, colourful and smooth as you like.

**SOUNDS 7**
The tunes are toe tappin', the effects are crunchy, but the commentator is a bit TOO American.

**MASTERY 7**
Everything you'd ever need from a beat-'em-up.

**LIFESPAN 8**
Too (sigh) easy in one player, but the myriad other modes and the Master Challenge will last ages.

**VERDICT**
The N64 will be denied no longer. An inventive, superlative fighter that banishes the memory of *Mortal Kombat Trilogy* forever. Three cheers for Ocean.

**86%**


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**PREVIOUSLY IN N64** We reviewed the American version of *Tetrisphere* back in issue 7.







The simple aim is to reveal the glowing core, brick by brick.

Read the manual? Ptchah. Not when there's an 'on-line' tutorial.




Tetrisphere: it's a sphere, right, and a bit Tetrisy. Blocks and that...




# TETRISPHERE

## We sat and wished for a game involving dropping things on a ball made of bricks. At last, our prayers are answered...

| Tetrisphere | | | |
|---|---|---|---|
| NINTENDO/H2O | | | |
| Out now | 64M | | 1/2 |
| | Controller Pak | Cartridge back-up | Rumble Pak |
| £40 | | | |

**It's deeply ironic that one of the best-known videogames of all time came from the country formerly known as the USSR; a region of the world that has, to date, produced... erm... one videogame: *Tetris*.**

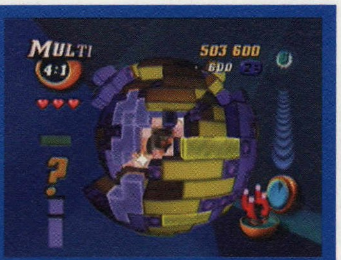
Beavering away in his spare time, programmer Alexy Pajitnov hit upon one of the true gaming classics – based on the painfully simple premise of falling blocks which had to be turned and shuffled so they fit neatly into the blocks at the bottom of the pile. Whenever the interlocking pieces formed a solid line, that row was discarded, and on it went...

But, if anything, *Tetrisphere* borrows a lot of its inspiration, not from *Tetris* but from games like *Columns*, *Dr. Mario*, *Puyo-Puyo*, *Puzzle Bobble* even, where the objects that fall (gems, pill, fruit, whatever) are removed whenever they're shepherded into adjacent groups. So it is with *Tetrisphere*: the game is all about blocks that touch, rather than blocks that interlock. So, on that bombshell, what exactly do you have to do?

To complete a level/game/puzzle/whatever, you have to remove enough blocks from the sphere to reveal the core – that's the white bit glowing away in some of the screenshots. Though there are variations on that theme: sometimes you'll be asked merely to reveal a part of the core – that bit which carries a picture, for instance – or enough of the core to allow a little spherical robot to smash through and escape.



Finish the 'Puzzle' game and you're treated to a Brian Rix-style farce. With Bots.







The magic rocket and magnet are your friends, clearing lots of spheres in one go.

**BLOCK ROCKIN'**

One of the more surprising aspects of *Tetrisphere* is the wealth of audio squeezed on to the cart. As well as some meaty sound effects, there are a dozen tracks ranging from hardcore to ambient trance (not to mention nine secret tracks) – all very polished, but just slightly at odds with the task at hand.

The full track list consists of the usual pretentious titles. I mean, 'Perpetuate303': what's that all about then? What's the matter with good old 'Track 1, track 2', eh?

Flim Flam
Manicdrummix
Hallucid
Perpetuate303
Phony
T. Grey
Learn
Zyp Zyp
Extol
Azule Lux
Martist
Compliant Confuse
Faze

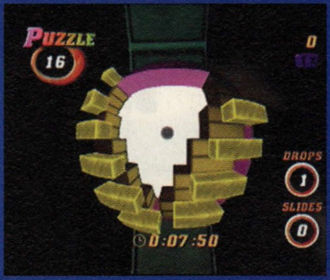
# AND THEN SOME...




**Magic**
Among the magic you can receive I found a rocket and a magnet. The rocket blows pieces off the face of the sphere, while the magnet– oh, you guessed. Right then.

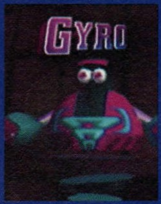
**Hide 'n' Seek**
The Hide 'n Seek game takes the form of several puzzley stages followed by a simple 'remove the blocks and capture the bot' stage. Once captured, the bot has to sit in a bubble until you've 'found' all the others. Serve him right.

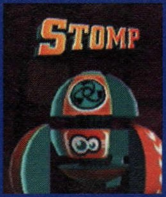


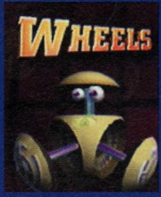




**Puzzle**
There are 100 set-piece puzzles to confound and confuse. To complete each one, all you have to do is remove all of the blocks. Each puzzle is limited to a specific number of slides and drops, so you have to use a lot of lateral thinking (and a fair amount of random attempts).

**Bots**
There are seven bots in the game: Gear, Wheels, Gyro, Stomp, Turbine, Jak and Rocket. Each one has a set amount of speed and power, and they all, I'm sure, exhibit certain little character traits. Though for the life of me I don't know what they are.




To destroy blocks, you're armed with a shadowy cursor which flits across the surface of the Tetrisphere. The shadow is the same shape as the next piece in your inventory, so you can see exactly where it's going to fall. The idea is to drop the piece so it forms a pattern of at least three, suitably lined-up, adjacent blocks; they don't all have to be on the same level – the sphere exists as several layers – but when the piece makes contact, you'll get rid of any similarly shaped (and coloured) blocks that happen to be touching and correctly aligned (it really is easier to play than to explain).

If you drop the piece and it fails to form any sort of relationship with at least two other blocks, you'll hear a nasty noise and receive an empty-socketed skull where one of your three hearts used to be. You can guess what that means.

In this instance you should have first slid a few blocks around to form a pattern, using the shadow. When you've got enough blocks in place, go ahead and make the drop. This is termed a 'combo', and if you engineer it so that you can perform a combo of 20 blocks or more (not as hard as it sounds), you receive magic which can then be used to remove a big chunk of blocks from the sphere.

As far as presentation is concerned, *Tetrisphere* is an amazing looking game. The screenshots here do little justice to the smoothness of both the movement and the graphics. Nintendo also has to be praised for their presentation: cleanly designed option screens are all enhanced by spinning icons and animated titles. There's even a little tutorial section so you don't have to wade through the alarmingly old-fashioned 'paper' manual.

But what's it like to play? At first a little obvious and in-your-face, maybe. But this review has taken hours to write simply because every time you go back to the game to check a fact you end up playing it for half an hour. And it's the 'one more go'-ness of it that makes *Tetrisphere* a reasonable addition to the N64 gamer's library. It's in no way an essential purchase, but it has a strange lure about it – hypnotic almost, which is probably enhanced by the eye-glazing tempo of the acid house dance tracks.

Unusually, we found the two-player mode something of a let-down. It's a tad too frantic and random to be considered enjoyable, and the outcome is always a kind of anti-climax. It's simply too hard to plan a strategy with so many blocks and so little time, and the ending sort of just happens, often unplanned.

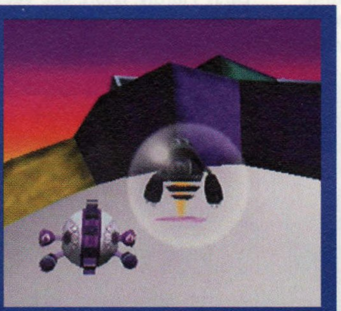
However, *Tetrisphere*'s major flaw – as with *Tetris*, and any puzzle game for that matter – is its sameness. Differences between games are limited to the variety of coloured shapes and the prize inside the sphere. The set-piece puzzles are very good, though, and should help fill the time between thinking that you've just damn well had enough of this – and going back to the Hide 'n' Seek mode for one last attempt.

Indeed, we blew a whole Saturday afternoon hopping from one section to another, trying the different game styles, when we should have been doing something more useful, so I guess that's as good a recommendation of its powers to entertain as any.

**STEVE JARRATT**

*One of the set-piece levels: reveal the picture under the tower and you win a car.*



*'Rescued' Bots are immediately imprisoned in bubbles. Ha!*

*Yikes. The two-player game is a confusing, scary head-hurting experience.*




*The final puzzle – one move removes every single block!*




**8 VISUALS**
Not terribly thrilling, but exceptionally handsome and utterly convincing. That's a sphere, all right...

**7 SOUNDS**
Depends if you like manic techno and ambient dance tracks, really, but technically good, and you do get lots of it

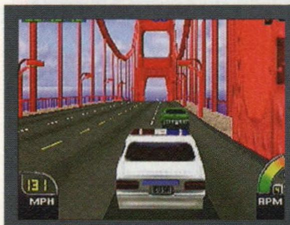
**6 MASTERY**
You could probably do it on the PlayStation, but it would look somewhat dismal in comparison.

**6 LIFESPAN**
One of those titles you'll leave for months and then have a major session on. Good lifespan-enhancing options, too.

**VERDICT**
Major league weird. Play this for any length of time, and your brain turns to shower gel. Lots of entertaining options for the solo player, but the two-player mode doesn't have the staying power of a beat-'em-up or racing game

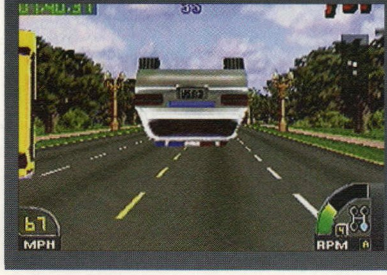
**69%**

**PREVIOUSLY IN N64** We first cruised the streets of America in issue 1 – it was awful then too.




△ The Golden Gate Bridge pops up out of nowhere.




△ This track comes vacuum-packed with awfulness. And the music is criminally bad.

◁ Woah, woah, WOAH! Oh, well. It's not real and it certainly doesn't look real. Utter tripe.

▽ '63 Muscle Car, eh? What a barrel-load of rubbish. It handles like a scrawny dog.




The Police Car is one of the secret vehicles. Exciting, no? ▷




▽ What absolutely awful scenery. And why's the car sparking up like that?




# CRUIS'N USA

## Cruis'n USA's back! Hello? Anyone...

**3 VISUALS**
Pop-up of the highest order, ludicrous paper-thin scenery and badly drawn cars.

**1 SOUNDS**
Awful music. Like The Shadows in their first ever gig.

**2 MASTERY**
Poor visuals, dreadfully inept handling and a truly loathsome course layout.

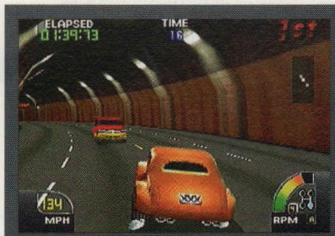
**1 LIFESPAN**
Only slightly longer than an episode of EastEnders.

**VERDICT**
With the N64 now housing *TGR* and *MRC*, *Cruis'n USA*'s no longer even a novelty. A Grade Z stinker.

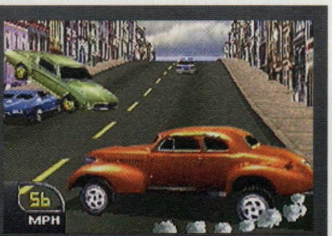
**24%**

**Emerging from the misty tracks of San Francisco like the hulk of a rusting 1978 Morris Marina, is a wreck of a game. It has one – ONE – redeeming feature and that's its lack of N64 fuzz. Otherwise, it's a vile arcade conversion. Granted, February would appear to be a disappointingly lean time for PAL N64 owners but surely, in the name of decency, there's no need for this.**

To start with, its handling is all over the shop. Try to glide left or right and you shoot off at a 90° angle. Try to turn suddenly and you're more likely to leap onto the grass or pavement and knock a few 2D lamp posts or giant Redwood trees down. Pelting around in high-speed sports cars? Hardly. More like veering back and forth, crashing, slowing to a stop, accelerating, veering again and crashing.




◁ Wind your way round the tunnel and cars suddenly appear out of thin air and smash into you.

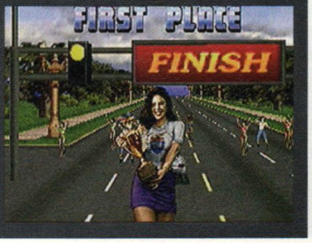






◁ Nice looking forest. Or is that a camouflaged wall?

▽ A woman in a short skirt. At least she's not in a bikini.




| Cruis'n USA | | | |
|---|---|---|---|
| NINTENDO | | | |
| Out now | 64M | | 1/2 |
| | Controller Pak | Cartridge back | Rumble Pak |
| £35 | | | |

The tracks are awful. Not only do they require no skill to complete – we finished the game in half an hour – but they all play the same. A straight, some winding bits, a shorter straight, some winding bits. Hardly the stuff to challenge hardened *Top Gear Rally* veterans, is it? Add to that selectively destructive scenery – where some trees can be knocked down and some stop you dead – and blurred-out, cardboard locations and *Cruis'n* starts looking less Colin McCrae and more Maureen from Driving School.

Then, there are the crashes. School buses? Not a problem! Fuel Tankers? Fuel schmankers! Any inkling of realistic vehicle logistics? Oooh, no. Luckily for you, whatever the size of the on-coming traffic, they'll always get knocked back down the track as you power through in your armour-plated '63 Muscle Car. And, even better, there're the sections where a huge lorry suddenly appears at the brow of a hill, giving you no prior warning or chance to get out of the way. Great!

And so *Cruis'n* (why does it have to be spelt like that?) winds its way down a distinctly repulsive looking road, swaying and hitting a few trees then falling off the cliff at the end. Small mercies, eh?

**TIM WEAVER**

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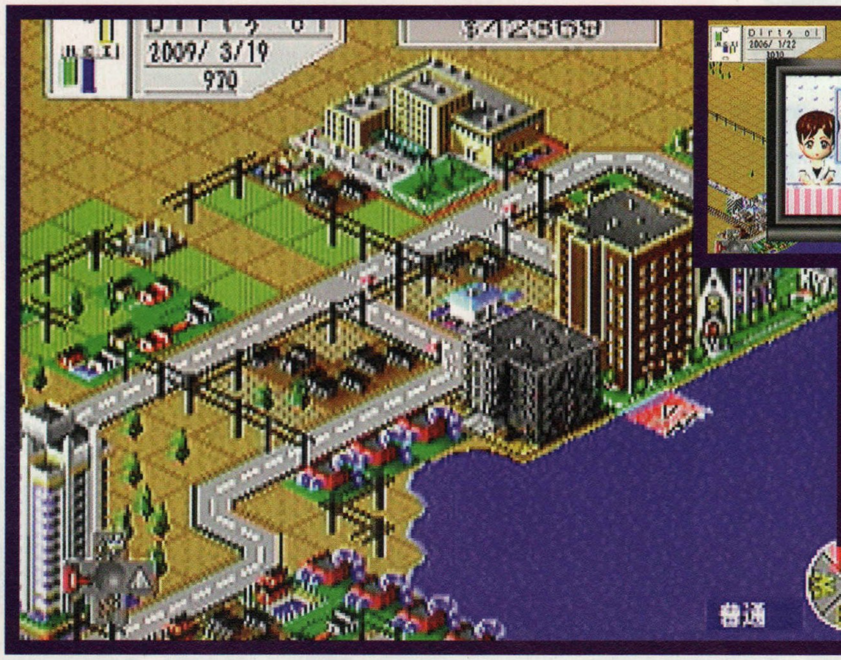
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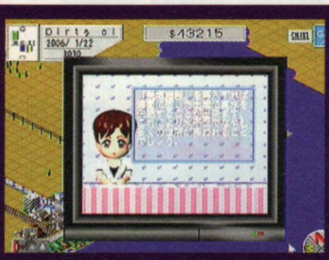
F64(3)



# IMPORT ARENA

From this page on, every game reviewed in **N64** is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.





◁ News reports prove to be a little tricky to understand.

All of the development occurs via the landscape's grid system. ▽



◁ When you start off, your new settlement is more of a sim suburb than a city. Still, plenty more work to do.

## Nintendo's effort will overshadow it but Imagineer's *Sim City* should help kill time...

| Sim City 2000 | | | | |
|---|---|---|---|---|
| IMAGINEER | | | | |
| Japan: Out now | 64M | | | 1 |
| US: TBA | Controller Pak (no) | Cartridge back-up (no) | Rumble Pak (no) | |
| UK: TBA | | | | |
| ¥5970 (approx £30) | | | | |

# SIM CITY 2000

**If you keep up to date with UK news, you'll be well aware of the corruption, ineptitude and plain idiocy that blights a frightening number of British boroughs. But, as any owner of Imagineer's *Sim City 2000* will attest, the solution is simple: build a power station, some houses, a park and be sure not to select the 'space monster stomping all over your citizens' option. Unless, of course, you're the mayor of Wolverhampton.**

*Sim City*'s debut marked the dawn of a new benchmark for a unique sub-genre and an engrossing spin on the 'God' game. The concept was remarkably simple: create a city, keep its citizens working, expand, refine, keep an eye on various statistics. Converted to every console and computer format imaginable – and a few others besides – creators Maxis were inevitably destined to create a sequel. And that's where *Sim City 2000* comes in...



△ Another fine waterfront development takes shape.

# Evolution of a city

No amount of discussion on *Sim City 2000*'s assorted merits, flaws and features could communicate 'how it works' quite as well as a practical demonstration. Hence the creation of the very text and pictures you see before you now.

## 1 The basics

The first thing you'll need is a power station. Without these, the sim people simply won't come near your city. Turning on the juice in your new neighbourhood is not a simple decision, though – ethics play their part. Will you choose the eco-friendly hydro-electric plants, with their low power to cost ratio? Should you opt for an initially more expensive (but exponentially more powerful) coal-guzzling, pollution-spewing behemoth? Or will you consider nuclear power? The family dog may enjoy the ability to lick its behind and bother the cat simultaneously, but two-headed mammals and the possibly of a melt-down do tend to worry voters...




The green squares indicate that area has been allocated as a residential site. Houses won't appear, however, until basic facilities are provided. Like, for example, water.

## 2 Water, water everywhere...

Providing water is, like power, not just a practical issue – it's a test of the governor's morals. Simply creating water plants leads to a huge amount of waste, both in terms of water and electricity. The scrupulous mayor will create desalinisation plants, purification depots and storage facilities. The more fragrant variety of big cheese, however, will simply create numerous water plants whenever their thirsty population's cries become particularly strident. A third category of city manager will simply forget about water supplies and wonder why all their citizens are leaving – but, as my mother will attest, I've always been stupid...




## 3 Laying the pipes of peace



Simply creating a water plant is, surprisingly enough, insufficient effort to please potential sim citizens. As novel as the idea of queues of people equipped with buckets, cups and bodily odour may be, it's rather expected that everyone's favourite hydrogen and oxygen combination is available from taps and so forth. Therefore, it's the player's responsibility to create literally miles of underground piping, linking every building to another.

Despite its nod towards the demon 'realism', this feature does become distinctly tedious. Allocating power to homes is enough trouble – having to monitor water supplies as well is a genuine chore. It's more like real work than entertainment. As the N64 is invariably a welcome release from such daily trials, this could lead to some interesting scenarios. For example: 'Oh no! The water's out in the entire west quarter of Johntown! I'm off to have some fun instead. I've got five pages of Maths homework to do!/the kitchen to decorate/to book my appointment for a lobotomy.'

## 4 The industrial revolution

Creating gainful employment for your citizens is of utmost importance. Unemployment and increased crime figures await the mayor who fails to create factories and commercial areas so citizens can earn their required weekly pittance. Like residential areas, there are two types of each that can be built – light and dense.




Consider the difference between a petrol station and a company headquarters or a car repair centre and a plastics factory, and you'll get the general idea. Heavy industrial areas, while providing more jobs, have an undesirable side effect – pollution. It's wise to situate your factory areas away from main residential areas, connecting the two with roads and train lines. This generally leads to complaints from constituents on the subject of traffic congestion, but hell... that's a problem for another day (and another box-out).

## 5 The importance of firemen

Ah. Oh. Um. It's actually vital to either disable the 'disasters' option – thus allowing your city to develop without 'natural' hindrances such as earthquakes, fires and monsters from space – or ensure your city area is covered by a sufficient number of fire stations. Otherwise, the tiniest ground tremor can result in a fire that demolishes your entire city. Leaving the random disaster option activated makes *Sim City 2000* a far more challenging game, but it encourages the kind of cursing that turns milk into cheese. The destruction caused by disasters adds a curious 'puzzle game' aspect. What happened to that meticulously-planned power grid? Why is the entire eastern side of the city without water? The answers, my friend, are blowing in the wind. Half a mile of piping and several power cables in the tornado currently blowing out to sea, as a rule.



**Sim City's various attributes and features act as the foundations for *its* gameplay. It has new buildings, questionable water management that PC owners still argue about to this very day and, most importantly, a flexible isometric viewpoint. Gone is the top-down perspective and awful 'tiles' representing your urban planning. These, instead, have been replaced by a forced 3D viewpoint with zoom-and-rotate options.**

An influential and successful PC game, *Sim City 2000* is nonetheless getting on a bit, which is why Imagineer have decided to add various features and spruce up its visuals slightly. N64 *SC2000* runs as well as any PC version (on any spec machine) but, as an accurate conversion, it also inherits the flaws of the original.

As any owner of the PC version will tell you, *Sim City 2000* is far more complex than its predecessor. Unfortunately, the extra weight in gameplay is not exclusively dedicated to innovative and exciting new features. Some additions – such as the much-maligned laying of water pipes – are, to be blunt, mere legwork. *Sim City 2000* can be at times, quite boring. But, in other ways, it's still remarkable. Forget

GO! GO!

**SO WHAT'S THE SECRET?**
No game of Japanese origin would be complete without a generous qouta of secret features, and *Sim City 2000* does nothing to buck the trend. The horse racing game allows players to bet on races. There are several such extras to discover, and we'll try and find them all for you in time for our review of the UK version. There are also a number of buildings to discover, released during the course of a game.

# Create a landscape

You can extend your creative activities right down to the kind of terrain you want to work with.



*Sim City 2000 offers a random landscape whenever a new city is started, but it also allows players to create their own custom environment. There are essentially three variables to alter while creating a landscape – the amount of water on the map, the number of trees and the elevation of the terrain. These features can be altered by adjusting three sliding bars. Once the desired levels have been set for each, another button will near instantaneously create different permutations of any selection. Which is nice.*



*Players can also place their cities on coasts. While they reduce the available area for city development, they allow a number of new improvements – including ports. With these, Captain Birdseye is able to deliver his tasty fish/breadcrumb combos to your commercial areas, boosting local trade. Rivers and coasts also increase the number of waterfront properties and the little sim people adore these. They'll move into a residential area adjacent to water without hesitation, despite the fact you've spent hours creating housing areas inland surrounded by local amenities. At great expense. The fussy swines.*



*Adjusting the number of trees on your chosen plot of land is a largely aesthetic consideration, but altering the number of hills on your map is of far greater importance. Hills are, essentially, very expensive to manage. Roads cost more, the various peaks and valleys are often unsuitable for extensive industrial development, while altering terrain during the game proper takes time and costs money. Far better, then, to have a modest sprinkling of hills. These can become exclusive residencies for those who wish for an unrivalled view of your abandoned factories, slums and derelict commercial zones.*

**ACCESSIBILITY**
Even if you've played it before you'll find it a considerable struggle.

**4 VISUALS**
Functional isometric 3D, with several different sprite types for each building.

**3 SOUNDS**
Nothing special whatsoever. The traditional burps, whistles and jarring soundtrack.

**2 MASTERY**
The PC managed this years ago and the admittedly inferior Saturn version's been out for ages.

**7 LIFESPAN**
It's the sort of game you could play for months. If only there were more buildings and features to find...

**VERDICT**
The best strategy game on the N64, as much by virtue as by default. Arcade fans are advised to steer clear, though.

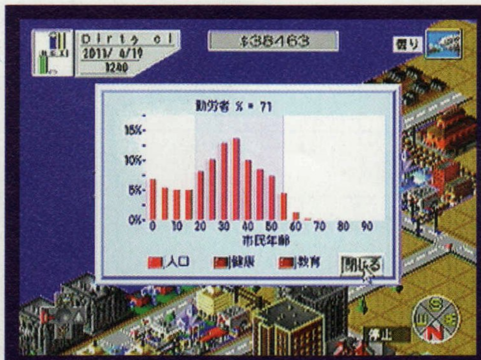
**83%**

the fact that the PC original's age can be measured in both years and months – Imagineer's *Sim City 2000* is just as playable as any other version has been.

Creating a city is not quite as simple as it seems. To the uninitiated, *Sim City 2000* appears the bastard child of Lego and *Tetris*. You connect the boxes in a certain order, and 'people' move in. But there are so many other considerations. For a start, you work to a very tight budget, with three levels of funding available for a trio of difficulty settings. Building anything from residential areas to police stations costs money. This money, ideally, is recouped via taxation. However, if the player complies to every request from his demanding citizens, a sizable deficit appears in the yearly town budget. Balancing the popularity of your city, (and your council) while remaining financially secure, is *Sim City 2000*'s true challenge.

Your simulated citizens are modelled on their real-life equivalents, so it's understandable that a certain number lack moral fibre. To combat growing crime rates, players are required to build a number of police stations. Naturally, these cost money. The same can be said of schools and colleges, both of which contribute to the considerable task that is creating model citizens. In a choice between the Waltons and the Simpsons, *Sim City 2000* prefers the former: wholesome, law-abiding, hard-working and boring. Doh!

To keep interest high, *Sim City 2000* has a number of buildings that only become available to you after a set period of time. As your city grows, as do the options available to you – to a point where you can leave the Earth and start again... on another planet, no less. There are also a number of curious sub-games, including betting on the horses and a shoot-'em-up in which players blast monsters. One rather major criticism of the PC version was that, once players had created a city, there was little incentive to continue playing – to the question 'What next?', *Sim City 2000* had no satisfactory reply. Imagineer have seriously considered this problem, though by no means eliminated it.




△ *The game keeps you fully up to date with your city's progress.*




△ *The more complex your city becomes, the wider the range of buildings that are available for you to buy.*

The N64, to its detriment, currently lacks decent representatives of two all-important genres – the beat-'em-up and the strategy game. *Sim City 2000* is a more than adequate entry to the latter category. Ignore the fact that Nintendo's *Sim City* appears a generational leap for the god game. Disregard the fact that *SC2000* is a near three-year-old PC game with a minor face-lift. There are doubtlessly more sophisticated strategy games in development but, for the moment, *Sim City 2000* is by far the best choice for the N64 owner.

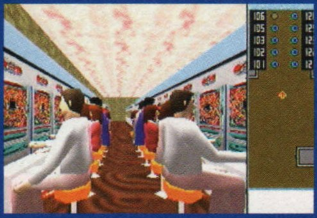
If this review has whet your appetite for an N64-based city management role, you'd do well to consider the following: *Sim City 2000* is due for UK release in a few month's time, and the Japanese version is near incomprehensible unless you've played the game on another format. There's also the problem that moans and requests from citizens are so *easy* to ignore when they're spoken in another language – another curious way in which *Sim City 2000* mirrors real life...

**JAMES PRICE**



◁ These, then, are the tables. Or machines. Or whatever the hell they are. Load of old cobblers.

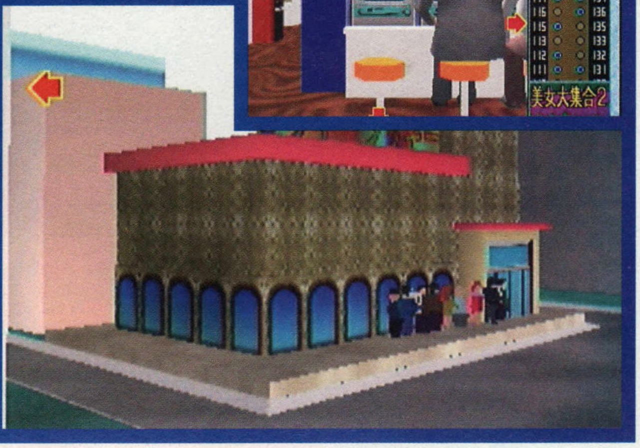
▽ That off-green column on the right is your map. Handy.



There's your machine. Get in before someone nicks it! ▷

▽ And this is one of the halls. Nice people.

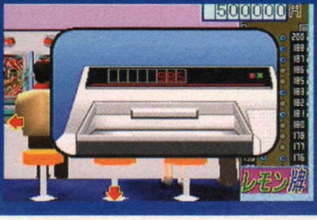






◁ Woah! Where did they come from? Oh, it's the pop-up.

That's the sum total of what you've won (i.e. nothing). Worth playing. ▷



# PACHINKO WORLD 64

## Hi. Just wondering whether you wanted a game of *Pachinko*? Eh? I'm a *what*...?

**Pachinko**, for everyone in the world except the Japanese, is a bit like pinball. Except for the following: 1) You appear to be allowed to play with as many balls as you like providing you wiggle the relevant switch; 2) There're no flippers, or those bouncing circle-things, or any sort of on-table direction-changing objects; 3) You don't just play it for fun. Instead, serious prizes are at stake. Erm, except you can't win anything in this computerised version; 4) Pachinko is entirely played by people without faces.**

Right. So, with that in mind, let's run over a few basic rules: firstly, you must insert your money and then, secondly, you must keep turning a knob at the bottom (from right to left and back again) as waves of steel balls just fall down and then disappear out the bottom tray.

Oooookay, then. So, what are we talking, here? *Denryu IraIraBou*, mark two? A bit odd and only likely to appeal to a select few (Japanese-English) people (and Wil)? Well, in a very real sense, no. Not at all. (In fact, it doesn't even appeal to *Wil* – and that's saying something.) See, *Pachinko World 64* is not only supremely, *supremely* dull – to such an extent that the more familiar game of pinball starts to look intoxicatingly good fun – but it's also cretinously programmed.

Choosing from three possible Pachinko 'houses' (on a street that looks like it's made from Duplo), you're invited to step in and have a wander around, watching other players having a shot at bulking up their wallets and, then – yes! – choosing your own Pachinko machine. Then, if all that commotion doesn't get the better of you, you can set about sticking some of your ¥5000 into the machine and having yourself a rootin' tootin' game of Pachinko.

Which entails, as aforementioned, turning a knob with your virtual hand (well, we say hand and we say virtual, though it's actually neither – instead, it looks like it belongs to a Muppet), and watching a vast number of balls pelt down and out of the machine again. And that, *really*, is it. That's all you do. That AND NOTHING ELSE.

In real (Japanese) life, of course, successful Pachinko players would be eligible for some pretty nifty prizes. Herein, they're not. Instead, their rewards for pursuing *Pachinko World*'s utterly banal challenge is nothing whatsoever. Except for pop-up as you travel round the Pachinko 'houses' and participating characters that suddenly appear out of nowhere. Oh, and a Pachinko 'board' that can be rotated and zoomed in and out but *never viewed as a whole*. Instead, you can only view it with the top and bottom chopped off. Entirely hideous.

*Pachinko World 64*, then. It's a good job none of the characters have faces. This is tragically embarrassing.

**TIM WEAVER**

**Pachinko World 64**

HEWIA

| | | | |
|---|---|---|---|
| Japan | Out now | 64M | 1 |
| USA | Um, no | Controller Pak | Cartridge back-up |
| UK | Nope | Rumble Pak | |

¥5980 (approx £29)

**ACCESSIBILITY**

Nope. No chance. But – get this – do we really care? Of course we don't.

**1 VISUALS**

Abominably lethargic. And pop-up! In a game where you travel at less than half-a-mile an hour.

**3 SOUNDS**

Acceptable Jap keyboard tinkering. Acceptable, that is, if you're listening to the radio.

**0 MASTERY**

Take a guess. Oh, go on, you wag.

**1 LIFESPAN**

Drop all your money in. Watch all the balls drop. Die.

**VERDICT**

At least the N64 mah jong games were competently programmed. This is an experiment to see if monkey's can use computers. And it is absolute tripe.

**12%**


Nintendo

**The N64 celebrates its first birthday in the UK this month. Join us, as we pull the party poppers, cut the cake and sing Happy Birthday. There's also some serious business to get down to – just what *has* been the greatest N64 game so far?**

# Happy Birthday N64



So the N64 is a year old, eh? It hardly seems five minutes ago that we were impatiently ripping off the packaging of our first, British, N64 and eagerly slotting in *Super Mario 64*, *Pilotwings 64*, *Turok* or, er, *Shadows of the Empire*. Since then, we've also enjoyed some of the finest computer games in the world and drooled with anticipation when we think about what's to come in 1998.

With the year over, though, it seemed natural to look back and try to pick out the very best games on the N64. Each member of the team has different favourites, but we wanted to produce a sort of combined vote. You can see the results of our deliberations on page 56.

Our choice of top game might come as a surprise to some people. The 1998 **N64** Magazine Readers' Awards, are your chance to vote for your favourite five games, released in the N64's first year in the UK. If you think we've got things hopelessly wrong, or even if you totally agree, we want to know your thoughts.

There's lots of other great stuff at our party as well. Best to get reading then...

## Where you'll find everything



GO! GO!



# HOW TO... vote for your favourite 20 N64 games

Deep in the bowels of **N64**'s gothic Victorian office block, a small windowless room has been prepared for the long night ahead. The simple, functional furniture it contains – a round table, six chairs, a sink and fridge unit in the corner – only seem to exaggerate the technological gleam of the equipment being carried into the room. Two brown-coated janitors are struggling to set up a 29 inch Sony Trinitron TV on its stand whilst a white-coated engineer makes his final adjustments to a large PC and its Internet connection. The **N64** team are due to arrive at 5 o'clock to start their deliberations for the N64 game of the year and everything must be ready and waiting for them.

A plate of freshly-made sandwiches arrives direct from the kitchens. Two crates of Coke and an assortment of other soft drinks are delivered and the fridge is stacked to capacity. The team won't be allowed to leave the room until they've come to their decision and they're going to need all the strength-giving sustenance they can get. If disagreements arise – as they surely will – it could be a very long night indeed.

The final item to arrive in the room is a locked metal chest bearing **N64** Magazine's carefully catalogued library of games carts. During the course of the evening, every single N64 game will be played on the large screen television, before 20 are selected to go into the final voting process. On the basis of these votes, a top ten will be created and the best N64 game found.



James on Lamborghini: *"No, really, I think we should use it to prop up the table."*



James and Tim have a quiet disagreement about how good Diddy Kong Racing is.



# Diary

**5.01**
Team arrives at meeting room. Celebratory glasses of coke opened. General pleasantries exchanged.

**5.10**
Decide to look at all games scoring less than 50%. *FIFA 64, Mortal Kombat Trilogy, Clayfighter 63 1/3, Cruis'n USA, Power League 64, Wheel of Fortune* and *MK Mythologies* are dug out of chest.

**5.15**
Meeting reminded of true horror of *FIFA 64*.

**5.16**
*MK Mythologies* plugged in.

**5.16 and 30 seconds**
*Sub Zero* crushed without warning. General laughter subsides as game continues and all remember that Midway meant this FOR REAL!

**5.18**
*MK Trilogy, Clayfighter, Cruis'n, Power League* and *War Gods* are all played briefly and consigned back to boxes. *Wheel of Fortune* used to prop up wobbly leg on table. Boredom scars too fresh to go anywhere near *Nagano*. Challenge set by James – whoever can hide *Aero Gauge* somewhere in the room is excused a week's tea-making duties. Tim first to take up challenge.

**5.32**
Plan made for rest of games. Decide to concentrate on all scoring between 50 and 80%.

**5.34**
First multiplayer game of day – *Bomberman 64*. Not a great start. Wil goes slightly misty-eyed and starts recalling *Super Bomberman 2* on the SNES. Tim calls him a freak. First argument of evening.

**5.50**
Andrea breaks up argument. Tim and Wil refuse to sit next to one another. Order restored.

**5.51**
Whole team refuses to play *NBA Hangtime*. Look of steely defiance in five sets of eyes persuades James of merits of idea. *Aero Gauge* found in freezer compartment of fridge by Jes. His turn to lose it now.

**5.53 to 6.45**
No takers for *Aerofighters Assault, Doraemon* (Andrea wavered), *The Glory of St. Andrews* (trouser hilarity all round), *J-League Dynamite Soccer* or *J-League Eleven Beat. King of Pro Baseball, Power Pro Baseball* and *Famista 64* meld together in 10 minutes of baseball tedium.

**6.45**
Break for tea and sandwiches. Argument between James and Jes over who has the last peanut butter sandwich. Tim eats it when neither are looking.

**7.10**
"Anyone for mah jong." No is the unsurprising answer. Sorry, Wil.

**7.11 – 8.03**
*Tetrisphere, WCW* (etc.) and *Wonder Project J2* fail to find any takers. James falls asleep while road-testing *F1 Grand Prix*. Wil makes passionate speech advocating inclusion of *Killer Instinct* on the grounds that Zy was 'a bit harsh on it' in issue 1. No real objections so it goes in.

**8.05**
James makes *Doom 64* the first game to get a nomination for the top 20. No one objects. Paul scared by 'big monsters.' Wil trips over *Aero Gauge* cart hidden under carpet.

**8.12**
Should *Shadows of the Empire* be allowed in? James speaks against, scarred by the months he spent tipping it. Eager to be home before dawn Jes tosses it in the pile anyway and moves on to…

**8.20**
…*Dark Rift*. No friends for that, but *Wayne Gretzky* makes it in on the back of a raucous four-player game. *Chameleon Twist* added in memory of JD – the only game ever to make him swear.

**8.40**
*Automobili Lamborghini* brings back horrible memories for Tim. Andrea comforts him. *Multi Racing Championship* does similar things to James. Neither make it into the pile.

**9.01**
Andrea makes unilateral decision to include *Tamagotchi World 64*. Fortunately, she doesn't feel the same way about *Denryu IralraBou*, but *Art of Fighting Twin* and *Robotron* are admitted after pleading from Jes and Wil respectively.

**9.20**
*Wild Chopper* added to provisional short list despite dicky control system. Coke spilt on carpet. *Aero Gauge* falls out from behind the telly.

**9.35**
Decision made to automatically include all games scoring over 80%. A quick count of the top '20' reveals that there are actually 32 titles in it.

*Chameleon Twist, Wild Choppers, Killer Instinct, Puyo Puyo 64, Snobow Kids, Fighter's Destiny, Art of Fighting, Robotron 64, Mace, Goemon, Mischief Makers, Wayne Gretzky, Blast Corps, Diddy Kong Racing, Duke Nukem 64, Extreme G, GoldenEye 007, ISS64, Lylat Wars, FIFA '98, Doom, Turok, Madden 64, NFL QuarterBack Club, Mario Kart 64, Pilotwings 64, San Francisco Rush, Shadows of the Empire, Super Mario 64, Top Gear Rally 64, Wave Race, Tamagotchi World 64.*

Gathering the team around him, James explains that at least 14 games must be eliminated before the final vote. The debate that followed lasted for over two hours, involved three major arguments, a food fight, each member of the team refusing to speak to at least one other member, more coke on the carpet and the destruction of the *Aero Gauge* cartridge (it fell out the light shade onto the table).

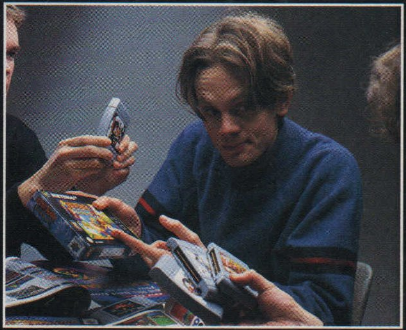
*Chameleon Twist, Wild Choppers, Killer Instinct, Robotron 64, Mace, Wayne Gretzky, Doom, San Francisco Rush, Shadows of the Empire, Art of Fighting, Goemon* and *NFL QuarterBack* are eliminated.

**11.40**
Move to vote. Each member of team must choose top 10 games. Top game scores 10 points, second scores nine, etc. Each member of team given voting slip and they sidle off to a different area of the room to vote.

E-mail of top 20 game choices sent to Max in Japan. His voting reply comes back in a breezy 20 minutes – it's 8.40am in Japan.

**12.13**
Votes in. James enters them into a specially-prepared PC spreadsheet. Tension mounting.

**12.20**
Official **N64** Magazine top ten games decided. Team 64 grey with fatigue. Games all over the floor. Mysterious sandwich stains on wall. N64 over-heated. Bed calls.



*"Yeah, well let's get something straight around these parts. I'm Editor and therefore what I say goes. Doom is scary. There, I said it. Eh? Jonathan wouldn't have said that? Well, that's why we killed him."*

**Turn over to find out the N64 Magazine's best 20 games for the N64.**
GO! GO!

# N64 Magazine's Top 20

## 10 Turok: Dinosaur Hunter

**Issue 1 • 91%** | **votes cast – 17**



There is something permanently appealing about *Turok*. Of course, the person *not* interested in dinosaurs has yet to be born, so the thrill of seeing a damn great Brontosaurus lumbering about via your N64 is fairly much universal. The fact that the game tagged on to all the dinos is pretty good as well, makes *Turok* a sure-fire winner.

*Turok* almost single-handedly saved its creator Acclaim and helped ensure that the N64 had a storming launch in the United States. Now that Acclaim have generously reduced the price of new carts to £40, there's never been a better opportunity for those who haven't experienced the thrill of the hunt to catch up with our favourite mad-eyed dino-slaughterer.



***They say:*** I AM TURROCKK!!!
***We say:*** Ludicrously violent, marvellously entertaining and another fantastic addition to the N64's games library.



*The graphical majesty of Nintendo's* Yoshi's Story *straight in at number nine...*

Voted for by practically every member of Team 64, it seems that although *Yoshi's* deficiencies are obvious to all, no one can help but be charmed by the scaly one's antics. As a 2D platform game, there's not much you won't have come across before, but it's doubtful that you'll have seen it all bolted together so beautifully.

March will see the Yoshter released to an unsuspecting British public and it'll be interesting to see how they take to one another. The fact that *Yoshi's Story* can command enough votes to beat both *Turok* and *Wave Race* has got to be a good sign, though.



***They say:*** We're getting there. Still a way to go but we're getting happier. Still some way to go to the Super Happy Tree.
***Quote:*** Despite the fact that *Yoshi's Story* makes the Teletubbies seem like News at Ten and spares no opportunity *at all* to achieve maximum fluffiness, amazingly it never induces the desire to hold a Yoshi up against the wall and shoot it.

## 9 Yoshi's Story

**Issue 12 • 86%** | **votes cast – 23**

## Bubbling under

Not great enough to make it into the top ten, but they had enough support from the team to be in the running.

### 20
***Fighters Destiny***
**Issue 13, 86%**
Still not the classic beat-'em-up we all desperately want but Ocean's *Fighters Destiny* is as close as we've come. It's an innovative little number and definitely our favourite fighter so far.




### 19
***Duke Nukem***
**Issue 10, 85%**
Ok, it's an elderly PC clone, but the four-player *Duke* mode more than makes up for the fact you might have already seen the game before. Censorship has not withered Mr. Nukem, either.



### 18
***Madden 64***
**Issue 10, 92%**
'Probably the best version of the game so far' was the impressive verdict of our reviewer. American football can be fun, really, – Max has reluctantly persuaded us of this.



### 17
***Top Gear Rally***
**Issue 8, 86%**
The nearest the N64 has to a classic driving simulation, *Top Gear* boasts the best car dynamics since *Sega Rally* but some disappointingly bland tracks.




### 16
***Tamagotchi World***
**Issue 13, 79%**
A rogue entry. Enthusiastic voting by Andrea earned *Tamagotchi World* its chart position, proving once and for all that democracy is a dangerous tool.



# 8 Diddy Kong Racing

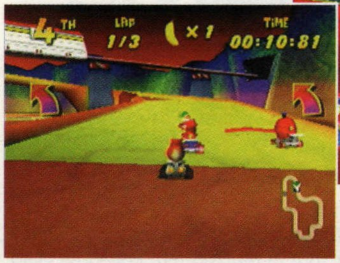
**Issue 10 • 90%** | **votes cast – 25**

Released by Nintendo as a surprise game a few months before Christmas, there can be no doubt that *Diddy Kong* is a massive achievement for shadowy British boys Rare. A monstrous game with enormous longevity in one-player mode, to suddenly produce a game of *DKR*'s quality seemingly out of mid-air confirms the air of unpredictability that Nintendo like to surround themselves with.

We still don't like it as much as *Mario Kart*, though.

**They say:** Oim Bannnjo!
**We say:** You'll play until you've wrung every last reward out of what must be the N64's most sprawling title to date.




△ *Darkmoon Caverns in Diddy Kong Racing. Gorgeous, fast and vacuum-packed with cuteness. Magic.*

# 7 Blast Corps

**Issue 5 • 88%** | **votes cast – 26**

Another title to receive almost unanimous voting despite a (relatively) low review score. What is so encouraging about *Blast Corps* is that it's such an original game, madly Japanesely original in fact. And it was made in Warwickshire by Rare.

You see, it has always seemed to us that while Western software houses can obviously make great sports sims and *Doom* clones, all the really different and exciting stuff makes its way across the Pacific from Japan. *Blast Corps* seems to show that given the right circumstances and nurturing, British softies are more than capable of coming up with the goods.



*Blast Corps* is not without its faults – the fact that you can see all of its levels fairly quickly is probably the biggest grumble. However, the medal system allows the determined to play on for ages and the whole thing is just so refreshingly different, you'll probably end up resetting and playing the game over from the beginning loads of times.

**They say:** I knew you could do it!
**We say:** Unprecedented graphics and sound, millions of secret bits and things to find, ceaseless inventiveness and, most importantly, a style of playing that's simply never been seen before.

# 6 International Superstar Soccer 64

**Issue 3 • 92%** | **votes cast – 32**

There is no area of the games world were the battle for supremacy is more bitterly fought than football simulation. It's a measure of *ISS64*'s pre-eminence that PlayStation, Saturn and PC owners will all grudgingly admit that the N64's game is the best that computer football has ever got.

And it's not hard to see the basis of *ISS64*'s brilliance. The superb motion captured graphics allow the football to flow beautifully while the tactical options and play subtleties ensure that there's always more to learn. Play against the CPU will eventually always lead to victory even on the hardest setting, but two, three and four player games are an ever-evolving battle of wits where player selection, formation, strategy, marking, as well as outright skill, play as much of a role as they do in real life.

*ISS64 2* has been pencilled in for a summer release by Konami. If we were EA, Acclaim, Ocean or anyone with a football game in the works somewhere, we'd be very, very worried.

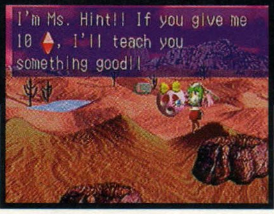
**They say:** Fresh blood is coming in!
**We say:** Programmed by football followers for football followers, *ISS64* constantly takes your breath away.




*The best football game in the world. PlayStation? Ha! Saturn? Pfff. Arcades? Nooo.* ▷

## 15 Mischief Makers

**Issue 8, 90%**
Treasure's retro sprite extravaganza delights those prepared to risk buying it. Plainly bonkers and easily misunderstood, *Mischief Makers* should have sold far better than it did.




## 14 O-Sumo 64

**Issue 11, 90%**
Max's enthusiasm for sumo helped propel *O-Sumo* to the number 14 spot and it is a great, if strange game. Minimum chance of a PAL conversion, unfortunately.



## 13 Puyo Puyo 64

**Issue 10, 80%**
Another Andrea favourite, *Puyo* is great fun in a retro kind of way. 13th best, though, Andrea? Really?



## 11= Snobow Kids

**Issue 11, 88%**
*Snobow* is a great game, especially when you consider it comes from development minors, Atlus. The multiplayer mode rivals *Mario Kart* for our attentions at the moment.

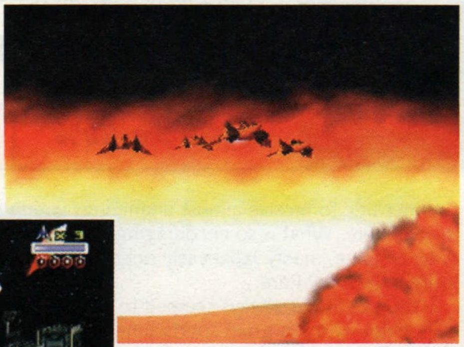


## 11= Wave Race 64

**Issue 2, 90%**
The first big shock? *Wave Race* is a great game but it's not loved by team 64 enough to give it a top ten position. Technically far in advance of *Snobow*, but somehow not as engaging.



GO! GO! ▷



The gorgeous intro to Lylat Wars has to go down as a benchmark in console gaming. Wonderful.




Stupefyingly magnificent space dog-fights. That's Lylat Wars.

Yeah, well, we'll see about that you monkey-faced fool! Ahem.







Trap? Oh, Peppy. Bless you. It's not a trap at alllllllaaaaaaahhhhhhhhh!

Beaten into a surprise fifth place, *Lylat Wars* is a great game and one that started Nintendo's trend for computer games in the style of other media. *Lylat Wars* – damn those copyright rules – is the nearest your N64 will get to showing an 80 minute sci-fi movie and lays the zombie corpse of the FMV movie to rest, at last.

Whether or not the decision to include a level select in *Yoshi's Story* (pretending to be a child's story book) was a direct result of the criticism that *Lylat Wars* received, we'll never know. However, *Lylat Wars'* strict adherence to the once-started-play-all-the-way-through approach has slightly marred the game for us. While it certainly makes it a more difficult prospect (many felt it was too easy as it was), we want to be able to play our favourite levels quickly and easily.

But we're like that, picky, that is. Only the N64 could cope with a game as impressive as *Lylat Wars*, and only Nintendo could have made it as brilliant as it is. No games collection is complete without it.

**They say:** It's too hot! I can't take it any longer!
**We say:** *Starfox 64* is everything you could possibly hope for in an N64 game. It's action-packed. It's technically eye-boggling. It's got everything you'd look for in a good movie – but in a game. It's brilliant.

## 5 Lylat Wars/Starfox 64

**Issue 3/8 • 94%/90% | votes cast – 35**

## 4 PilotWings 64

**Issue 1 • 89% | votes cast – 38**

Surprised? *Pilotwings* has never received the kind of attention that *Super Mario*, *Turok* or even *Shadows of the Empire* got at the launch of the N64. However, for the **N64** team at least it's remained enduringly popular and devilishly hard.

In a way, the PR under-performance of *Pilotwings* is easy to understand. The concept of a flight sim without the usual attraction of blowing things away in classic cold war style was never going to light the biggest fire of publicity. After all, this is the world of computer games where, sadly, things with guns score far higher than things with wings.




The Hang Glider. The main cause of Tim's coronary.




Picture-taking doesn't get much better than this.

However, as if to prove how little such things matter in the face of sublime game craft, *Pilotwings* swoops in at number four in our top ten. For those who haven't enjoyed its aerial delights, it's hard to explain how the game contrives to be so relaxing and yet still so enormously challenging. When Tim was given the job of reviewing it back in issue 1, *Pilotwings* lulled on-lookers into peaceful observation but left Tim swearing like a Tourettes victim as he missed the Gold medal by a single solitary point once again.

So then, why didn't *Pilotwings* score more highly in our review? 89% is a great score, but certainly not the fourth best we've awarded. Our criticism at the time was that the game lacked the mass appeal of something like *Wave Race*, and the sales figures certainly seemed to bear us out. The fact that every member of Team 64 voted for the game helped propel it up to number four, and, where our game marks are an objective indication of how good we think a game is, voting a top twenty is purely subjective. There, was that convincing?

**They say:** Yeeehaaa!
**We say:** A breathtaking showcase for the N64. What Nintendo promised they have delivered. Superb.




Another splendid Pilotwings segment. Take off from the fairground, jetpack it around and then slip into the secret caverns by the waterfalls. Aaah, lovely.

# 3 Mario Kart 64

**Issue 1/4 • 91%** | **votes cast – 43**

Ah, the controversy!

Maybe it's because *Mario Kart* was the first four-player game we played together as Team 64 (whiling away many happy Friday afternoons with 40 race endurance meets). Or maybe it's because of the week-by-week battle for Time Trial supremacy on Mario Raceway. Maybe it's because on hundreds of occasions every member of Team 64 has snuck off to enjoy a quick blast on Star Cup in the games room. The only reason it definitely isn't is the Battle Mode, which no number of guides can persuade us to play. Anyway, for whatever reason, we all, unequivocally, love *Mario Kart 64*.

It's been fashionable for quite a while now to give Mazza Kart a bit of a kicking. 'Too easy in one-player', 'not enough courses', 'random power-ups', 'dump battle mode', 'not as good as the SNES version' are all criticisms we're tired of hearing, to be honest. That last one is particularly annoying – not as good as the SNES version? Oh come on.




*Mario Kart* is Miyamoto and Nintendo's demonstration of what multiplayer gaming should be all about. Anyone who thinks that once you have a game, creating a four-player mode is a simple process of dividing the screen into four and taking out a bit of extraneous detail to get things running smoothly, should have a go at the four-player bore-fest that is *Diddy Kong Racing*.

*Mario Kart* not the third best game on the N64? YOU STARTIN'? Come on then! WE'LL TAKE YOU ALL ON!

***They say:*** Icky is a poo! (Probably)
***We say:*** I adore it. I've played it more than all of the other N64 games put together and, six months after plugging it in for the first time, I still love it as much as ever. It's great.




△ *Reckon you can make that do you Mr Kong? You can't. You're too fat and ugly.*




▽ *One of the very many superbly designed Mario Kart tracks. DKR? DKschma!*

△ ***Wario Stadium. The multiplayer track in the N64 office. Eat my exhaust!***







◁ *Mario Raceway. About as challenging as sticklebricks.*



◁ ***The game that defined the N64. With its very, very favourite character.***



◁ ***"Yeah. Mario, here. I'm still not happy about Bob Hoskins' performance. Alright? Cheers..."***

▽ ***The reader's favourite, this. Race Koopa to the top of the hill!***






Sacrilege! The cart that we ourselves described as the 'without a shadow of a doubt, the world's greatest video game' gathers enough votes only to make it to the number two spot. What's going on? Have we lost our collective senses? Well the thing is it's not as good as the SNES version – no only kidding.

Objectively, of course, *Super Mario 64* should be number one. As an object lesson in what makes games great it stands alone. No other programmer has come close to creating a fully three-dimensional world where the gamer always feels perfectly in control. Similarly no one has managed to achieve the perfect trick of building gamers' anticipation through a course, before realising their hopes in spectacular fashion at its climax. *Super Mario* is a game that stands so far above the majority of the world's games, it almost seems to deserve a different, extended marking system.

And yet, and yet, and yet… it didn't quite get the votes to claim the number one spot. And this is where our subjective side takes over. As with *Pilotwings*, we can say that our original mark stands correct, but, personally – and remember this top twenty was compiled from the personal votes of six different people – we enjoy playing one other game sliiightly more. Not much, just slightly. To talk about why we enjoy that game as much as we do would give away its identity (for those of you who haven't guessed, already), so we'll leave it to you to turn the page.

***They say:*** So long-a dear Bowser!
***We say:*** Swahili holds the only word to sum it up. *Super Mario 64* is absolutely tsufufum.

# 2 Super Mario 64

**Issue 1 • 96%** | **votes cast – 50**

GO! GO! ▷

# 1 GoldenEye 007

**Issue 7/9 • 94%** | **votes cast – 56**

# Game of the year 97

And so, we give you *GoldenEye*. First and foremost, we must justify ourselves, of course. Or attempt to. Especially when the previously-thought-of 'Best Game In The World™' is lying in second place. So...

Simply, *GoldenEye* appeals to us just that little bit more. And there are several reasons for this. Firstly, *GoldenEye* is a James Bond game and,





△ ***The supreme wonderment of GoldenEye. We think it's clearly the best game on the N64.***

however much we love Mario and all that comes with him (you know a character's not to be sniffed at when every single game he's ever appeared in has been really quite brilliant), the chance to actually *be* Bond in an adventure finally worthy of him, somehow brings us sauntering back more often.

Secondly, Rare have wheeled out a truly stunning technical package. Perhaps, it doesn't boast the freedom of movement of *Mario 64* but its caché of invention, visuals, music and eye for detail easily makes up for any discrepancies in that area. The bullet holes, the security cameras, the smashable glass panels, the texture-mapped villains, the jaw-droppingly fabulous secret levels, the fact that using an automatic can arouse enemy suspicions faster than a silencer. That's not run-of-the-mill console gaming. That's months, even years, of sitting down and deciding what makes a game fantastic. That's a total demonstration of everything that the N64 is about, to such an extent that it's showing *Super Mario 64* a thing or two, something that we thought we'd never see.

Thirdly, *GoldenEye* adheres more closely to Nintendo's original multiplayer policy than any other game, and captures the essence of what makes a multiplayer game great. Naturally, and rather unfairly, *Super Mario 64* can't compete on a similar stage but the Deathmatch in *GoldenEye* is another reason why we enjoy Rare's effort more and, so, it needs to be mentioned. It's more than likely that we don't have to explain why the multiplayer game is so good. But we will, anyway. Put simply: characters, weapons, arenas. All three are perfection and all meld together seamlessly. It's a measure of how irresistible the four-player set-up is, that we're still playing it almost everyday in the **N64** office. And, equally, it's a measure of how easily Rare understand the N64 that their Deathmatch wipes the floor with the similarly-structured *Duke Nukem* and *Hexen* and every PC networked shoot-'em-up ever.

Fourthly, and on a more basic level, *GoldenEye* is easier to pick-up-and-play and, therefore, possibly easier to like – in the first instance, anyway. Certainly, in the **N64** Magazine office, all of us (except Wil) find it far easier to go back to *GoldenEye* and play the same one-player missions than we do to pick up *Mario 64* and play the next world. But, that's just us. Or is it? You decide for yourselves and write in.

And, finally, it's programmed by a team largely inexperienced in development, let alone development on the world's most powerful, and most demanding, console. To think that this just manages to shunt out a game pieced together by one of the most seasoned and accomplished development teams in the world is phenomenal. Just imagine what the *GoldenEye* team are capable of with some practice under their belt.

*GoldenEye 007*, then. The greatest game on the N64.

***They say:*** Grabbed by the Spetznaz, James?

***We say:*** We're not joking. Buy this game. That's all there is to it.

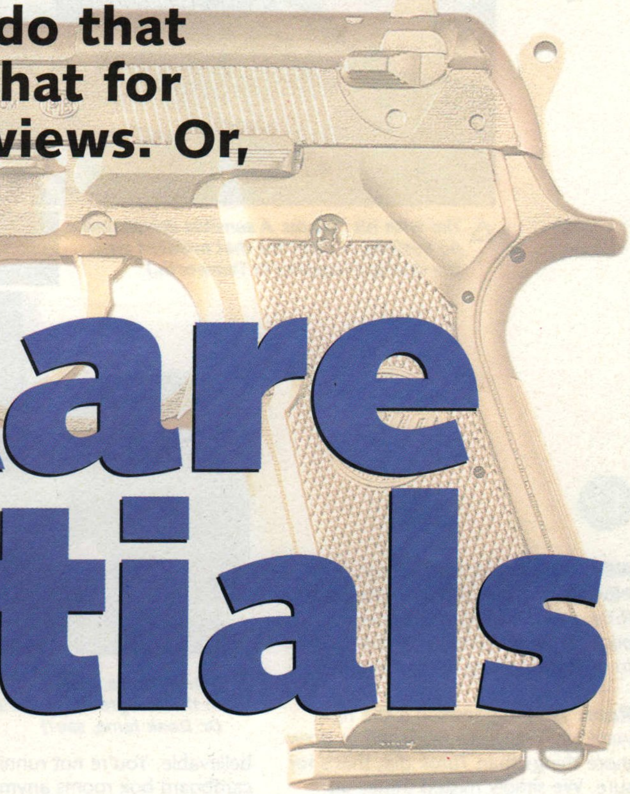




△ ***It's the little things that GoldenEye does so well...***

◁ ***...and, equally, it's got this pretty big thing right too.***

**Situated miles from anywhere in a converted farmhouse in deepest Warwickshire, Rare don't need to publicise themselves. Nintendo do that for them. Their own *games* do that for them. Rare also don't give interviews. Or, at least, they didn't until now...**



# The Rare Essentials

## Rare: *GoldenEye 007*

**Gathering together all nine members of the *GoldenEye* team, N64 discovered how the world's greatest game came into being...**

***N64:** So, how did Rare end up developing* GoldenEye*?*

**Rare:** Well, I guess it was a kind of joint decision, between Rare and Nintendo, to take on the licence, although I think originally we approached Nintendo with the idea. It was actually quite an unusual decision, especially for them, to take on this sort of licence.

***N64:** Were you fans of the film already?*

**Rare:** Yes. But some of us prefer the new one.

***N64:** And what of Pierce Brosnan? The best Bond yet?*

**Rare:** Definitely. Although, Sean Connery was good.

***N64:** Was* GoldenEye *always going to be a first-person shoot-'em up?*

**Rare:** We *did* have other ideas but, after about two weeks, we had pretty much decided on it being a first-person shoot-'em-up. There were some other ideas but they were never really pursued any further.

***N64:** You've said before that* Quake *and* Virtua Cop *were influences on the game?*

**Rare:** Um, well, it was *Doom* rather than *Quake*. We looked at *Quake* about three-quarters of the way into development, when we had a test version up and running. But *Quake* failed to impress us enough to change *GoldenEye*. We're all avid gamesplayers but none of us found that the *Quake* idea had any sort of longevity. Unlike a Bond game, which people would want to be playing a long time after its release. In truth, we looked at all the first-person shoot-'em-up's. When *Turok* came out, we played that and we liked it but never thought there was anything sufficient enough in it to warrant us changing *GoldenEye*. We've pretty much stuck to our original plan of doing it the way we wanted and not taking elements from other games.

***N64:** Was it a bit nerve-racking working with a Bond licence?*

**Rare:** Yeah, it was a bit of a responsibility, but I don't think it ever weighed us down too much. I think it was more the fact that this was our first game. That was harder.



***N64:** So, none of the team had worked on a game before?*

**Rare:** No. Except Graeme and Grant, because they're both musicians. Grant did *Donkey Kong Land* on the Game Boy and Graeme did *Blast Corps*, and they've also done *Diddy Kong Racing* and *Killer Instinct*. Martin has also worked on the *Killer Instinct* coin-op.

***N64:** Blimey. What was it like composing your music around the Bond score?*

**Rare:** It was good, but after a while we got really sick of it because there're only about three chords in it and you can only do so much with that. But, you know, it was good fun and, especially for a game like this, the music's really, really important.

GO! GO!



△ *Tim with his hire car. A sensible driver, and no mistake. (Except for that accident on the dual carriageway in Tamworth.)*



▽ *The full, nine-strong GoldenEye team. Absolutely ecstatic with their special **N64** certificate. Just look at their faces! Especially that one in the bottom right, there.*



△ *Martin Hollis, Mark Edmonds and, in the foreground, Dave Doak. (Of Dr. Doak fame, see?)*

***N64:*** *A particular favourite in the **N64** office is the zoom on the Sniper Rifle. How did you make that possible when games like Turok have to mist everything up so close in?*

***Rare:*** We programmed it the right way! No, really, we managed to draw more things than *Turok* did, that's for sure. We simply misted things up further away.

***N64:*** *It's that simple, is it?*

***Rare:*** Well, it can be. You don't need to mist everything up so close in. The machine allows you to draw things further away. You've just got to apply it.

***N64:*** *The attention to detail is phenomenal, especially the way in which bullet holes are left in the walls and you can shoot out glass panels and security cameras. Were they considerations from the start or added in at the end?*

***Rare:*** Well, everyone had a wish list of what they wanted put into the game and we were quite fortunate, in that, we did most of it. The most disappointing thing in first-person shooting games is the fact that, when you fire off vast amounts of ammunition, nothing around you gets damaged at all. So, we always wanted to make sure that we went that extra step further and allowed the player to do that damage.

***N64:*** *It's like total immersion...*

***Rare:*** Exactly. Every little thing you see in the game makes it more believable. You're not running around cardboard box rooms anymore. But, it's actually quite surprising at how immersed people thought they were, because we knew what we wanted to include and we really only got half of it in. As far as we were concerned, it was kind of half-immersion. Almost there, but not quite.

***N64:*** *How did you manage to maintain such an authentic level design?*

***Rare:*** Well, we went down to the film set about six or seven times and they gave us full access to all the designs, model shots and all the plans, and we just took along a camera and photographed just about everything we saw. When we brought it back, we had all the *GoldenEye* material we needed. We also had the blueprints as well from the actual sets they were building, so we could base our plans on the sets. We just took the blueprints as a basis and let the levels in the game grow out from them.

***N64:*** *So, how come Bond doesn't run?*

***Rare:*** He does. He runs with the analogue stick. He runs all the time, in fact, but it's just not at a silly pace. If you look around you, you'll see that he's actually running at a realistic speed. The point is, when you're playing a game like *Doom*, where you run about three or four times as fast as you really should be, you're running all the time and making no use of the walk function. The walk just becomes academic. So, what's the point in having it in the first place? We just wanted to make the movement of the character more realistic.

***N64:*** *What are the* GoldenEye *team's favourite levels, then?*

***Rare:*** The Control because it's such a large level and there's so much going on. And the second Bunker level. It's probably where the Stealth works best. You know, you can really go for it. Tear through in 43 seconds.

***N64:*** *How was it that you came to chose Jaws and Baron Samedi in the secret levels? Were you only allowed access to certain Bond villains?*

***Rare:*** No, no. We were allowed access to everyone in the Bond films except Jack Wade. He was the only one we weren't allowed. Oh, and the previous Bonds. Really, it was just a case of picking the most interesting, colourful villains. We just thought no game's complete without a witch doctor. And, of course, it largely depended on who we had photographs of.

***N64:*** *Is it right the multiplayer game was something of a last minute addition?*

***Rare:*** Well, last months, yes. The game took two-and-a-half years and the multiplayer was put in with about six months to go. But, it was always going in. We were always going to put it in. It was just a question of when we could get round to it.

***N64:*** *Were you concerned about having four players on the screen at the same time? Because no one had ever really tried it before.*

***Rare:*** Yeah. But, we were most concerned that it might not be much fun. It *was* sort of untested waters especially as all first-person multiplayer games had been networked up until then. But, it wasn't really about the split-screen thing. It was more about how much we had going on. So, we just kept changing things and altering things until we got it right. We literally spent hours and hours and hours and hours playing the multiplayer levels from the one-player game and finding out what was fun and what wasn't. And then, once we knew, we built some of the special levels.

***N64:*** *Why is it that levels like the Bunker can be played in three-player but not four?*

***Rare:*** Basically, because some of the levels weren't designed to be played as multiplayer. We went through all the backgrounds, playing them and seeing if they could run at a speed that was acceptable. Some of the levels we didn't include were interesting but they just couldn't handle all the action. The Dam, in multiplayer, was a lot of fun. We had



Duncan Botwood and Stephen Ellis having just been asked about what they're working on next.

that running for quite a while but it was just too slow.

***N64:** Were Nintendo ever concerned* GoldenEye *might be a bit too violent?*

**Rare:** Yeah, there were quite a few concerns, but we never had to compromise. In the end, we were happy and they were too. And they were even happier when it got a Teen Rating.

***N64:** How does the relationship with Nintendo work?*

**Rare:** Well, if we're lucky, they might want to take a look at a version every six months. Towards the end, there are phone calls every day, once you get to quality control. And then we send it off to them for testing.

***N64:** How long did the whole project take?*

**Rare:** A long time. Certainly two-and-a-half years.

***N64:** Do you still play it in the office?*

**Rare:** The *Banjo-Kazooie* lot play it every lunch time. Every lunch time, every single day.

***N64:** Obviously you must have realised you had an exceptional game, but did you expect the reaction you got from* GoldenEye?

**Rare:** We didn't know it was exceptional. Like we said, our wish list was much longer so, the game was looking good, but there was much more we would have done to it. It could have gone either way, really. It could have disappeared, or it could have done very well. We wondered whether Bond would appeal to everybody. In the end, it did. But, we can never experience it like someone who's just gone out and bought it, because we're with it all the way through. Luckily, we had some good word-of-mouth publicity and, at the end of the day, that did the trick. People were interested in the game because of what their mate said about it, you know? Actually, it was very nice when we got the first feedback from the testers in America, because we'd sent it over to them towards the end, and they'd sent back comments, and everybody just seemed to be over-the-moon about it. So, we guessed we must have been doing something right.

***N64:** Anything, looking back, you wish you could have changed, or added?*

**Rare:** No. We've no regrets. Although, the tank would have been good in multiplayer. Perhaps we could have put more lighting in the game and other little things but, generally, we're very happy. And there seems to be on-going bug reports from *GoldenEye* stretching to about ten pages now. Most of them aren't even bugs, they're just things you can do in the game. It's all about interactivity again.

# Rare: Rare

## Like an undetected silo (erm, in the Midlands), Rare's Twycross hideout is perfectly low-key for a company doused in MI5-style secrecy...

***N64:** This setting seems to suit the Rare ethos well. It's not exactly easy to find, is it?*

**Rare:** No, it's not easy to find. But, after a while, you just come straight here and it all feels very normal. It's funny being out in the middle of nowhere, but it definitely works for the games. And it's an excellent company to work for. There can't be another developer that would be better to work for.

***N64:** And things have really taken off in the past four or five years. Were any of you aware of the company you were about to start work for?*

**Rare:** Well, it depends on who's been here the longest, really. Five years ago, *Donkey Kong Country* was only half finished. At that stage, we weren't world class! Some of us were big Spectrum people and we all knew about Ultimate but, even when *Donkey Kong Country* was finished, the profile of the company was still quite low. We weren't too aware what Rare were doing but we knew the history, so it was fine coming in.



We're not saying that Rare isn't easy to find but it's currently being used by the government to conduct experiments on aliens.

# Rare: GoldenEye Team Project #2

## So, what next for the multi-talented team that pieced together *GoldenEye*? Another Bond game? An original title? Let's see...

**N64:** So, what's next? Can you tell us?

**Rare:** No.

**N64:** What nothing at all?

**Rare:** No.

**N64:** Not even a little bit?

**Rare:** No.

**N64:** Right. So, nothing, then?

**Rare:** No.

**N64:** Magic. Ta.

**WHAT WE THINK!**

Well, we already know that *Tomorrow Never Dies* isn't going to happen, due to the fact that MGM Interactive (an entertainment extension of celluloid giants MGM) has just been set up and has handed the licence to PlayStation developer Black Ops who'll duffer it all up. Hopefully.

So, that definitely means no Bond game for Rare. Or, does it? Mmm, well, we'll admit, we're not completely up on the legal complications of the matter, but we'd struggle to see how they could do it. What we do know though, is the *GoldenEye* team are using the same engine for their next project and that, this past month, 'Happy' Howard Lincoln, Big Cheese at Nintendo of America, sort-of-confirmed that the Rare team would be creating their own character and levels and slipping them snugly into a souped-up *GoldenEye* engine. Watch this space. In about two-and-a-half years time.

There's nothing we like more at N64 Magazine than an excuse to work in some graphs. A post vote analysis seemed too good an opportunity to resist, then.

# Game For A Graph

**NEW HIGH SCORE!**
If you want a more objective look back on the last 12 months, the best 20 review scores **N64** Magazine has handed out so far are:

| | | |
|---|---|---|
| 1 | Super Mario 64 | 96% |
| 2 | GoldenEye 007 | 94% |
| =3 | Int. Superstar Soccer 64 | 92% |
| | Madden 64 | |
| =5 | Lylat Wars | 91% |
| | Turok: Dinosaur Hunter | |
| | Mario Kart 64 | |
| =8 | Diddy Kong Racing | 90% |
| | Wave Race 64 | |
| | O-Sumo | |
| | Mischief Makers | |
| 12 | PilotWings 64 | 89% |
| =13 | Blast Corps | 88% |
| | Snobow Kids | |
| 15 | Extreme G | 87% |
| =16 | Top Gear Rally | 86% |
| | Fighters Destiny | |
| | NFL QuarterBack Club | |
| | Yoshi's Story | |
| 20 | Duke Nukem 64 | 85% |

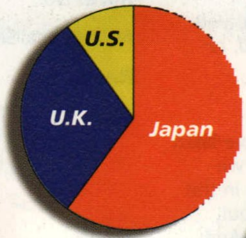



## Favourite game styles

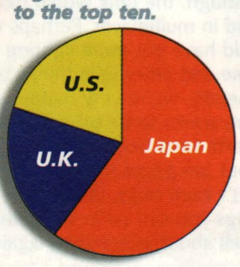
The N64 top twenty represents a good spread of game styles with the usual dominance of racers, beat-'em-ups and platformers tempered by some great first-person perspective titles, some top-notch sports sims, some puzzlers and the indefinable strangeness of *Blast Corps*. It's a testament to Nintendo's all-seeing brilliance, that their baby has not been swamped by games of one type. A defining beat-'em-up still wouldn't go amiss, mind.

## Country of origin

While it's clear that Japan is the home to the vast majority of the world's greatest computer games, it's good to see that coders here at home are beavering away keeping the British end up. No fewer than three of N64's top ten games were coded in Britain (take a bow, Rare). The poor old US, by contrast, could only manage one (and a lowly tenth at that). Things look up a bit for Uncle Sam when we look at the top twenty, however, where *Madden 64* and *Top Gear Rally* come to a last-minute rescue.




**Top Ten**
***While Japanese games predominate, thanks to Rare the UK can hold its head high when it comes to the top ten.***




**Top Twenty**
***Looking at the top twenty, the United States have a more respectable showing.***

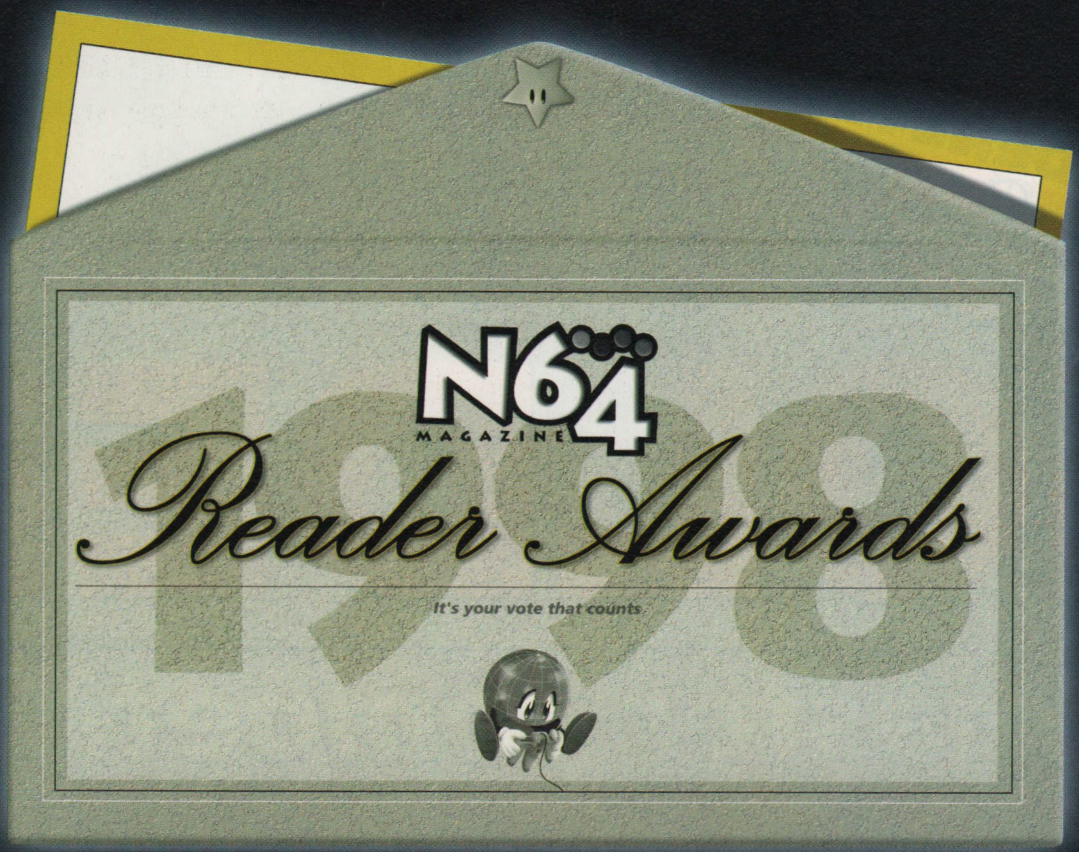
**ICELAND: NULL POINTS**
In the great Eurovision Song Contest of computer games, there are, sadly, more than a couple of Norways, Israels, Turkeys and Germanys. The least accomplished gatherers of percentage points have been.

***MK Mythologies*** **9%**
Barely 'a game'. The N64 equivalent of nuclear fallout, the *MK* series will apparently never decay into the background environment, remaining instead as an evil toxic residue blighting life on earth well into the next millennia.

***Aero Gauge*** **10%**
The outcome of an after-school project for a group of Tokyo schoolboys, *Aero Gauge* is mildly more impressive than a hastily programmed Spectrum, *Pole Position* clone. But only mildly.

***Wheel of Fortune 64*** **17%**
When Tim reviewed this on import back in issue 11, he threatened to "kick its face off" if it ever appeared as a PAL release. Fortunately, for all involved, it has so far failed to put in an appearance.

***ClayFighter 63/1/3*** **24%**
HA HA HA HA! Now go away.




# Disagree with our top ten? Here's your chance to set the record straight.

**We had great fun putting together voting for our top twenty games here at N64 Magazine – well quite a lot of fun anyway. Being confined together in a fairly small space for six hours was a bit tough. But anyway. When we'd finished writing it up we got to thinking: when it comes to rating games, the most important people are you chaps out there buying them – and you never get a chance to say which is best.**

So, we thought, how about an **N64** Magazine Reader Awards poll? Which is where you and this page come in. We'd like you to fill in the coupon below and send it back to us. We want to know, in order, your five favourite N64 games. When we've got enough votes in, we'll combine all the votes in a similar way to our top twenty and print them in full, along with the percentage share of the vote and stuff like that.

Just so that there's a bit more incentive to enter, we've had a bit of a root around in the office and gathered together some stuff to give away. Following unprecedented demand by letter, phone, fax and e-mail, we've rested both the System Rack DX and the Soft Rack from Wil's all-collecting grasp and we'll be sending those out to the second and third people out of the N64 randomizing hat. First person out wins a game of their choice.

The rules are fairly simple. You can photocopy or draw out the form below, if you don't want to cut up your copy of the magazine. Place your five favourite games in order, from first to fifth, pop your name and address on the bottom and post it off to:

**N64 Magazine Reader Awards**
**N64 Magazine**
**29 Monmouth Street**
**Bath**
**BA1 2BW**

Closing date for your votes is the 17th April. We'll print the results in the June issue (16).

GO! GO!

***Look, you idiots, you've got it all completely wrong again. It's quite clear to me that the BEST FIVE N64 GAMES IN THE WORLD are:***

1. ..................
2. ..................
3. ..................
4. ..................
5. ..................

My name is: ____________________

And my address is: ____________________

____________________

____________________

If I should be lucky enough to be drawn out of the, ahem, **N64** 'hat', the game I would like you to send me is…

____________________

# GOLDEN

## spymaster competition

**Handy with your Walther PPK? Deadlier with a sniper rifle than a coiled, and marginally rabid, stoat? Accuracy percentage second to none? Then, you're the perfect candidate for a Licence To Kill...**

**And so, like the night penetration of a secret Siberian nuclear bunker, the third of N64 Magazine's famed reader competitions rolls into action. And, like all good things, the best has definitely been saved till last.**

Consisting of three rounds, The Golden Gun Challenge is the trickiest contest so far, requiring of you, as it does, both accuracy and speed as well as the skill and precision to activate the Silo's ticklish cheat. Additionally, we can only accept video recordings of the final, Bunker-set round so MI5 judges can be certain that nothing untoward has been used in order to reach your time. But, the rewards are worth it.

Imagine having a framed, gold-tinged Licence to Kill on your wall at home and, beneath it, the Golden Gun, the ultimate Bondian weapon. Unmistakable proof of your prowess as a secret service agent. Here's your mission file, then, 003...



## The prizes

### First place

For the greatest 00 Agent, the prize is an illustrious twosome. Firstly, you'll receive a fully framed, gold Licence to Kill, signed by the secret agent unit known as Rare, and so unique that there is only one in existence. Then, secondly, as testimony of your expert marksmanship, expect the ultimate confirmation in the shape of the world renowned Golden Gun, set on a stylish plinth. Additionally, MI5 have confirmed that you'll also be able to name and accept a game of your own choosing.

### Second and third place

Generally, there's little room for agents that come in second and third but, due to the infinitely tricky nature of the competition, MI5 have deemed it suitable to reward a few almost-there's. So, for the second placed 00 Agent, there's a peerless silver Licence to Kill, again signed by Rare, and the opportunity to choose an N64 title. For the third placed Agent proceedings are similar with a signed, bronze Licence to Kill awarded, and a game of the agent's choice.

# EYE 007

**ARE YOU BRITAIN'S BEST GOLDENEYE PLAYER?**




GO! GO!

N64 Magazine 1st Birthday Celebrations

GOLDENEYE 007 spymaster competition

*Are you Britain's best GoldenEye player?*

# GOLDENEYE 007 spymaster competition

## Qualifying 1

### Level: Facility

### Mission

**Difficulty: Agent.** Complete the level with a 90% (or higher) success rate for head shots.
***Tactics:*** [1] There's no time restriction on the first round so take your time padding around the Facility. [2] The best way to ensure minimal guard attention is to use your silencer as much as possible, remembering to be sparing with your ammunition, as you're likely to run out once you get into the laboratory area. [3] There's body armour on the crates to the right as you come down the stairs from the toilets. [4] In Agent mode, you don't have to worry about making contact with Dr. Doak. So, don't.



### Format

Photograph or video.

## Qualifying 2

### Level: Silo

### Mission

**Difficulty: Agent.** Complete the level in under three minutes, earning the cheat (Turbo mode) and recording the end screen with 'New Cheat Available' written on it.
***Tactics:*** [1] It's worth remembering that the Silo level is entirely linear, so achieving a fast time shouldn't be a problem providing you find the keys fairly quickly in each of the computer rooms. (It's of no real benefit playing the level through beforehand as the keys are placed on scientists who, in turn, are placed randomly each time.) [2] Watch out for Ourumov, who appears after completion of the last computer room, and takes between five and ten well-placed shots to put down.





### Format

Photograph or video.

## The Decider

### Level: Bunker Lv.9

### Mission

**Difficulty: Agent.** Complete the level in the fastest time possible.
***Tactics:*** [1] You have no silencer on any of the weapons available so you'll be unable to skirt about the level quietly. Instead, just try to progress as quickly as possible, firing as much as you like at whoever's in your way. [2] Don't bother releasing Natalya until you've cleared a (relatively) safe path for her to the control room. [3] There might be soldiers waiting for you at the tops of the steps, in front of the exit. Make sure you have enough health to cope with them.

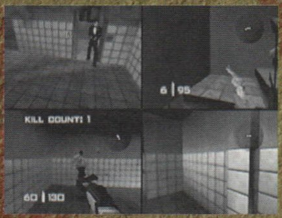


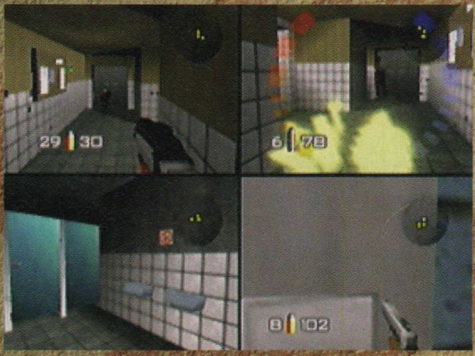
### Format

Video.

## Round four

The fourth round sees all three agents invited to a briefing at head office in Bath on a date to be set, to battle it out in the ultimate Deathmatch with a member of Department X (aka **N64** Magazine). We will contact you after the deadline to tell you who qualifies. Good luck, agents.



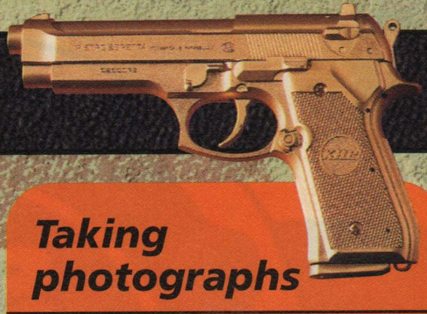


*Running away from me, eh, Trevelyan? Going to do a new series of Sharpe...*



*...ha! That's what you think. Um, except I never did any of this with a Klobb.*

# MI5 Guidelines



## How To Enter

**An easy guide on how to stand a chance of claiming Scaramanga's prize possession...**

● Complete all three rounds with as good a time/accuracy percentage as you can possibly manage. You can enter as many times as you want but you have to send proof of your achievements with each entry. Remember, we won't consider you if you can't complete all three rounds and PROVE it through the wonders of modern technology.

● You may use any means at your disposal but you certainly can't cheat. That's why we're afraid you'll have to video the whole Bunker level, from the moment you start your game on until the completion of the task. It's not that we don't trust you or anything but the temptation to scoot round with a Gold PPK in tow might see some of you cheeky young tykes try your luck. So, fair's fair, you know?

● Please remember to fill out the coupon attached and stick it to the front of your video. Then we can see quickly and easily whose video we're watching and what achievements they've managed. (By all means stick all three rounds onto video. But, make sure you say you've done so on the coupon).

● Once all that's done, send your proof to:

**The Golden Gun Challenge, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.**

If you'd like your video back, please enclose a stamped, addressed envelope.
The deadline for all entries is Wednesday 1st April (no, really) and a decision will be made promptly. Perhaps even as quickly as George Lazenby's performance as Bond. Shortly after, we will publish the full results in the June issue, which is on sale on Thursday May 21st. Good luck, agent.

## Proving Your Score

Simply complete the level with the best performance you can muster then record the accuracy percentage screen for Round One, the time and cheat confirmation for Round Two and the final time for Round Three. Remember, if you want, you can record all three rounds on videotape. You don't have to photograph *anything*, if you so choose.



**REMEMBER!**
**All entries have to infiltrate the N64 office by Wednesday April 1st. This message will self-destruct in five seconds. Eh? Oh, that's Mission: Impossible, is it?**

### Taking photographs

For the best results, ensure the flash is covered up or, better still, not working. A flash on the TV screen doesn't aid us in our quest to acknowledge your scores. If that doesn't prove enough to garner a good quality snap, try pulling the curtains and using a fast film. We've found a 200 or 400 ASA is best.

### Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to your video channel and switch on your N64 with a game in.
4. Use the video's tuning switch/button/wind-up lever to look for the N64's game signal and save the setting.
5. Pop a tape into the video and simply press Record.
6. Eek out your best possible performance on *GoldenEye*, recording proceedings from the beginning to end on Round Three.
7. Press Stop, rewind the tape to where you began recording (so we can see your score quickly and easily).
8. Kiss your entry good luck and send it on in.

### RULES

***● The first two rounds can be photographed or videoed. The third has to be entirely videoed, from the moment you choose a mission file (from the choice of three at the beginning) to the moment your relevant mission achievements are shown.***
***● Use of cheat codes or cartridges are absolutely and utterly banned. We'll know if you've done it and will expose you for the cheap fraud you are by having you run naked through the streets of Dundee singing, "I am Henry VIII, I am".***
***● You can use any sneaky, LEGAL tactics you want. We've given you a few ideas but, for a further, more detailed briefing, check out our GoldenEye special in N64/9.***
***● You can enter as many times as you like but each entry must be accompanied by an official coupon, or photocopy of it.***
***● All entries must arrive in the N64 office by Wednesday April 1st and no later.***
***● We can't take any responsibility for entries lost in the post.***
***● The 'Acting' Editor's decision is final. Yes.***

## GOLDENEYE 007 spymaster competition

| | |
|---|---|
| Ah, morning, M. I passed the Qualifying 1 round with an accuracy of: | |
| I easily passed the Qualifying 2 round (and activated the cheat) with a time of: | |
| My best time for The Decider is: | |

**Agent Name**

**Secret Bunker Address**

**Contact Number**

I think that should prove enough to keep the British end up, sir.
I have recorded my first two missions on videotape/photographic film* and recorded the whole of the third round on videotape.




**We want the best gamers in the world. In fact, we want the best of the best. Successful applicants will be showered with the praise and adulation of their peers,* with their name going up in lights† in these very pages of N64 Magazine. You might think you're pretty handy with a joypad, but are you really good enough to join Skill Club 64?**

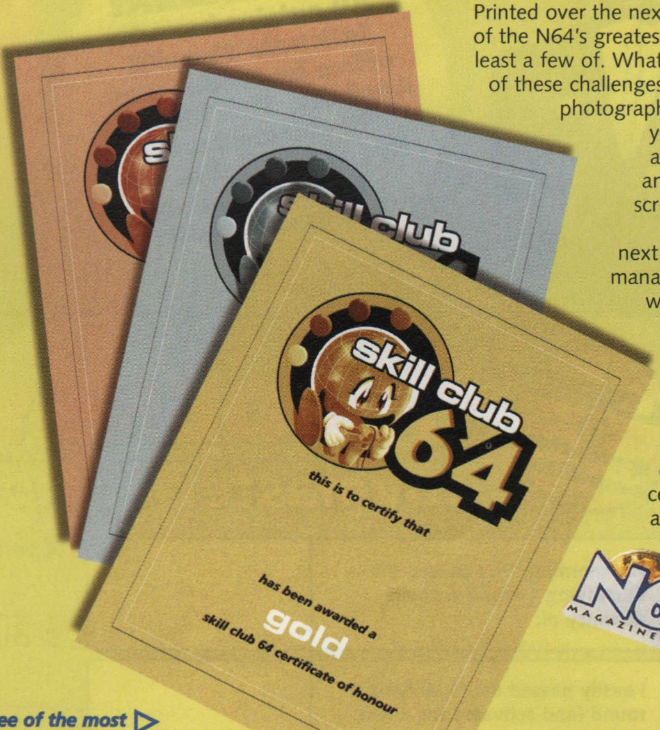
*With any luck
†Figuratively speaking.

**To celebrate the first year of N64 gaming, we're proud to open a new section in N64 Magazine. Skill Club 64 is your chance to show off your all-round N64 gaming prowess to an admiring world. If you've mastered all the N64 games you've ever played – and can prove it – a place in our Hall of Fame is waiting for you, along with a fairly authentic looking N64 Magazine Skill Club certificate and, of course, an exclusive N64 pin badge.**

The rules for entry into this most exclusive of clubs are simple. Printed over the next few pages are 10 different challenges for ten of the N64's greatest games – the ones we're sure you own at least a few of. What we need you to do is to equal or better some of these challenges, record your achievements on video or photograph and then send them off to us. We'll place you in the appropriate Skill Club table according to how many challenges you fulfil and post you back a signed certificate and a scrummy **N64** badge. Nicely!

Have a read through the challenges on the next couple of pages and see how many you can manage. Satisfy us that you've managed three and we'll print your name in the Bronze hall of fame. Achieve seven and you'll find yourself in the commodious confines of the Silver league. If – and we're not expecting too many people to manage this to be honest – you equal or beat every one of the ten, you'll find yourself in the first class environment of the gold league, almost certainly on your way to international wealth and stardom.

The time for idle boasting is past. If you're as good as you say you are it's time to show the world. Get those games out and get practicing – Skill Club 64 awaits your application with eager anticipation.




*Three of the most sought-after certificates you could ever wish for. And they could be yours.*

## challenge A — Super Mario 64

**What you must do:** Find all 120 stars.
**The details:** A nice gentle start to proceedings here with a target that every self-respecting N64 gamer should have set themselves and passed ages ago. We'd like a picture or video showing clearly your 120 star achievement – one of you on the roof of the castle talking to Yoshi would be good.
**Helpful Tips:** The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. Look out for an all-inclusive round-up very shortly.





## challenge B — Diddy Kong Racing




**What you must do:** Finish the game in mirror mode.
**The details:** 47 Gold balloons would be a little easy for this sort of challenge, so what we want to see are 47 of the Platinum variety – i.e. the game finished in Mirror Mode. A picture of the cartridge back up with Adventure One and a 47, along with Adventure Two and a 47 will satisfy us doubting Thomases.
**Helpful Tips:** Our review in issue 10 was stuffed with them, and our guides in issues 11 and 12 should help a bit as well. Oh and don't forget the Double Game Guide + on the cover of issue 11.



## challenge C — Lylat Wars

**What you must do:** Finish the game with 1500 hits or more.
**The details:** We don't care about the route or tactics, or how many friends you make along the way, all we want to see is that you've shot through *Lylat Wars* and garnered at least 1500 hits. The first of the reasonably difficult challenges, this one, but then we did say that it wasn't going to be easy. A picture or video of the final screen would be lovely.

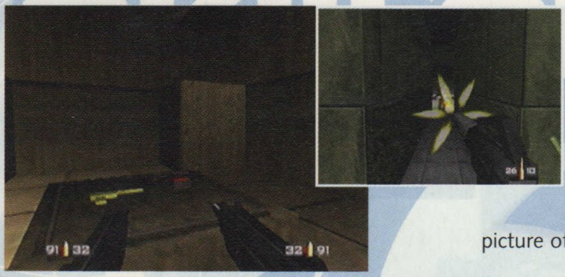


**Helpful Tips:** Gentleman Space Adventurer Quarterly, free with issue 8, should be a positive boon, and the Double Game Guide + on the front of this very issue will surely help you in your endeavours.





## challenge D — GoldenEye 007



**What you must do:** Just finish the game.
**The details:** Ah yes, but what a finish. Rushing through on Agent mode might all be very exciting, but the kind of people qualifying for Skill Club 64 will want to finish the game on the hardest difficulty setting, the devilish 00 Agent mode. We'll need a picture of the Game Editor that comes with the 007 mode at the end of the game.
**Helpful Tips:** i-Spy Magazine, free with issue 9, is essential reading for all would-be spy masters, there are tips in issues 10 and 12, and the Double Game Guide + on the front of issue 12 will be invaluable.



GO! GO!

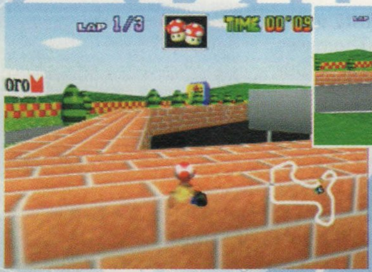
## challenge E — *International Superstar Soccer 64*

***What you must do:*** Finish all the scenarios.
***The details:*** At first glance, this looks like a relatively easy challenge, but *ISS64's* scenarios get devilishly tricky towards the far edges. It's no good fiddling around with the difficulty setting in the game options, either – the scenarios are immune to such nefarious activity. A picture or video of the completed scenario screen will satisfy us that you're up to the challenge.
***Helpful Tips:*** We investigated the smooth turf of *ISS64* back in issue 4. If you can't get hold of a copy of that, you're pretty much on your own, we're afraid.






## challenge F — *Mario Kart 64*






***What you must do:*** Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
***The details:*** Hey hey! Now we're motoring. A time of under 1'20"00 means at least a couple of wall-hopping exploits – the best you're going to manage going normally around three laps of Mario Raceway is about 1'40" odd. Mastering the Mario Raceway short cut is the mark of a true N64 gaming master.

Our time target isn't harsh enough to require you to do it every lap – one or two should be enough, but you'll still need to be pretty skillful.
***Helpful Tips:*** Where to begin. Our review in issue 4 is pretty helpful along with the advice offered in issue 5. More recently, the Double Game Guide + on the front of this very issue tells you how to do that shortcut and also offers invaluable advice on the delicate art of power slide cornering.

## challenge G — *Pilotwings 64*

***What you must do:*** Win Gold medals on every event.
***The details:*** Another tricky one! Some of *Pilotwing's* medals are within easy reach of even the most average of gamer, but some of the others – particularly the human cannonball affair – can remain almost eternally, irritatingly out of reach. We'd like a picture or video of the medal screen, please, showing glowing golds in all 12 slots. This is one of **N64** Magazine's favourite games, but not all of us have managed this, yet.
***Helpful tips:*** We didn't get around to guiding *Pilotwings* until issue 6. If you can't get hold of that, we're sorry, but you're on your own, again.








## challenge H — *Turok: Dinosaur Hunter*

***What you must do:*** Complete the Time Challenge Mode in under 3'00"00.
***The details:*** Ah, *Turok's* good old Time Challenge Mode. To get a time under three minutes, you'll need to find the secret shortcut. Which is not easy. Other than that, it's a case of rushing through and being as accurate and deadly as you can manage. Not a problem, we're sure.
***Helpful tips:*** We're sorry to have to report this, but we've never done a guide to the Time Trial mode. Good luck on your own!







## challenge I — Blast Corps



***What you must do:*** Win gold medals on all the planets.
***The details:*** You're lucky we're not asking for the Platinums! To get to outer space you will, of course, have to win Gold medals on all the earth-based events. Once out in orbit, the moon, Mercury, Mars, Venus and Neptune await you and some super-precise flattening and frighteningly speedy racing. We want unequivocal proof of your Olympian activities.
***Helpful Tips:*** The last page of Jes's tips back in issue 8 should be invaluable to you.




## challenge J — Wave Race 64







***What you must do:*** Break 1'17"000 on Sunny Beach Time Trial (1'04"00 on NTSC).
***The details:*** A simple enough premise hides a ticklish time trial problem. 1'17" is not a slouchy time by any stretch of the imagination, and there's little you can do to improve your chances other than to practice, practice, practice. A video or photograph of the race records screen will do nicely, thank you.

# the rules

- *You need to accomplish three challenges to earn yourself a bronze placing, seven for silver and all ten to make it into the gold list.*
- *You can enter for whichever challenges you like if you're trying for a bronze or silver listing.*
- *You can use PAL or NTSC copies of the games, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could can send us further proof of four or more challenges to elevate your position.*
- *Bronze, silver and gold leagues will be published in each future edition of* **N64** *Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

## HOW TO... prove your achievements

### Taking photographs

*Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.*

### Taking videos

*1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.*
*2. Connect the 'Signal Out' plug on your video to your TV and turn both on.*
*3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
*4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
*5. Achieve you challenge in your game and get to the appropriate result screen.*
*6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
*7. Repeat steps 5 and 6 according to the number of challenges you're attempting.*
*8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.*

## skill club 64 ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the bronze/silver/gold Skill Club 64 league.
I include proof of my achievements in the following challenges:

| | | | |
|---|---|---|---|
| | A Super Mario 64 | | F Mario Kart 64 |
| | B Diddy Kong Racing | | G Pilotwings 64 |
| | C Lylat Wars | | H Turok: Dinosaur Hunter |
| | D GoldenEye 007 | | I Blast Corps |
| | E ISS64 | | J Wave Race 64 |

Please send my badge and certificate to:

**Name**

**Address**

*Use a photocopy of this form if you'd rather not cut your copy of* **N64** *Magazine.*




**One year since the launch of the Nintendo 64 and one year since its greatest companion, N64 Magazine, first arrived on the shelves. But, things weren't always like this...**

# HOW TO... launch a successful N64 magazine




**N64 MAGAZINE HIGHLIGHT**

### Mario Kart Championship

An absolute, unadulterated success, the *Mario Kart* Championship saw the whole nation go crazy as we, here at **N64** Magazine, invited everyone to send in their times. A splendid success even if we did have to spend three months knee-deep in videos.



## The launch

### November 1996

Jonathan, esteemed Editor of PC Gamer and former Super Play pin-up, is handed the job of skippering Future's new Nintendo 64 magazine, to be launched just after the machine arrives in the shops. He accepts immediately, all-too-aware that years of playing endless, nondescript PC *Doom* games had addled his mind. He sets to work on finding a team of highly-trained crack games commandos. Failing that, he enlists the help of Wil, James and Tim.

### December 1996

With Christmas just in front of him and his team assembled, Jonathan calls the first of very many meetings. The first question on the agenda: what shall we call the mag? Wil, frighteningly obsessed with the Japanese way of doing things, suggests 'Go!! Go!! 64' ("With two exclamation marks on each 'go', mind"). In subsequent meetings with the publishers, this proves as popular as feet fungus. So, more (ahem) traditional names are suggested: 'Super 64', 'Total 64', 'Planet 64' and '64 World' are all given a whirl, as is '64 Cadet' (James), '64 Homeboy' (Tim), 'Anime 64' (Wil) and '*Doom* Clone 64' (Jonathan). None of these, however, prove particularly popular. So, once again, it's back to the drawing board.

### January 1997

News filters through that the first issue of the mag is going to have a video on it, comprising the Shoshinkai video and footage of all the games scheduled for the coming year. Jonathan raises a quiet smile, James suggests he should get his hair cut for the occasion, Tim swears and Wil does an ancient Japanese dance, called the 'Yakasmaka', around the office. He is then punched very hard in the face and given a sedative. But, the excitement remains, bubbling on the surface like a pussy, seeping, infected war wound.

## N64 MAGAZINE HIGHLIGHT

### Gentlemen Space Quartlery/ I-Spy

Our poster magazines, we believe, were expertly written and designed and provided the perfect accompaniment to **N64**'s unrivalled, and thoroughly fulsome, guides and cheats.




## February 1997

The lack of a name is becoming a serious topic of discussion. With barely weeks to go until deadline, the cover is in place but, tentatively, with a 'Super 64' logo at the top. The team sit around Wil's computer, gazing at the screen, trying to summon up a gush of stupefying invention. "Right", says Tim. "It's an N64 magazine. What would you call an N64 magazine?" The rest of the team look at him. "Hmm. An N64 magazine", repeats James, scratching his chin and losing his hand in twelve weeks of stubble. There's silence for a moment, then Wil starts moving his mouse around, taking out 'Super 64' and typing in 'N64 Magazine' over it. He looks round to the others and says in his dulcet Essex tones, "Eh? What d'ya think, eh? Apple and pears, eh? Lives in a house, a very big house in the country? Eh?" The others laugh generously (they'll arrange the straight jacket for later) and then – BANG! – that's it. "**N64** Magazine! Of course!" shouts Jonathan, slapping Tim heartily on the back. "Short, simple but brilliant!" Tim gets rushed to hospital with extensive spinal injuries. The rest of the team celebrate.



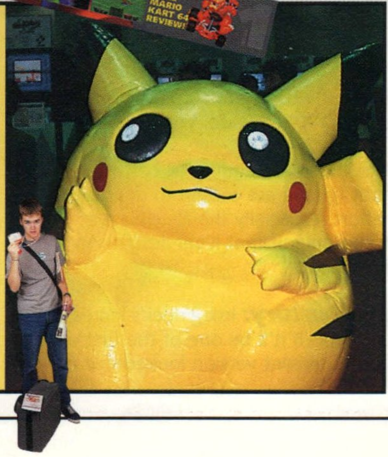

## Wednesday 27th March, 1997

And so the very first issue of **N64** Magazine hits the shelves, complete with accompanying video, marking a special place in publishing history. And, within weeks, 37,000 of you have snapped a copy up, rejoicing at the fact that a saviour has risen from the dregs.

## N64 MAGAZINE HIGHLIGHT

### E3/ Spaceworld

Tim and James' reports from Atlanta and Tokyo respectively, were vacuum-packed with information and humour and provided N64 readers with the chance to actually 'be' at the shows.

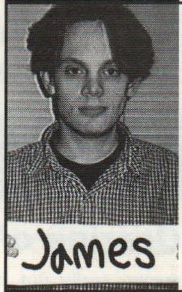


## The People

Missing, presumed talking like Jeremy Clarkson

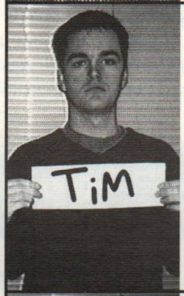
### Jonathan Davies

Now but the fondest of ripples in the **N64** Magazine memory pond, Jonathan will be most remembered for spearheading the quiet-but-fair office approach and doing a cracking impression of Les Dennis doing a cracking impression of Mavis from Coronation Street. He'll be missed, quite literally, a bit. He is currently occupying a small garden plot in Shepherd's Bush.



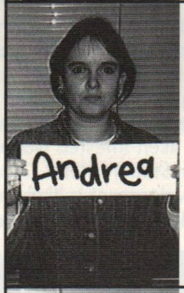

### James Ashton

Since joining **N64** Magazine at its birth, James has been moulded into a super-fit, muscle-ridden writing machine, knocking out tatty old copy as often as he has his hair cut, i.e. never. A born leader of men – though, by his own admission, not women – James always looks on the positive side of things. Unless he's been sacked, made homeless and been ritually disembowelled.



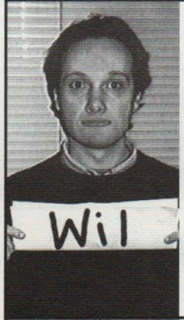

### Tim Weaver

A victim of verbal diarrhoea, Tim keeps the **N64** team entertained on a daily basis with his banter, gags and circus act (including a death-defying tightrope walk, which he does by attaching a strand of Wil's lank hair to either wall of the office). Jonathan always insisted he swore a lot but, since getting married, Tim's been so miserable he hasn't had the chance to.



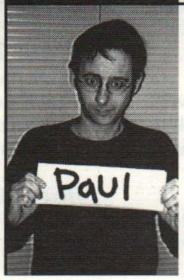

### Andrea Ball

Originally wanting to follow in the footsteps of her Dad Johnny, Andrea instead landed a job as a Page Three model before becoming **N64**'s most-feared Production Editor. Her daily routine involves thrashing James around the ears with a huge stick, then Tim, then Wil, then Paul. She enjoys French cuisine and heated discussions on the theories of Marx.




### Wil Overton

Extraordinarily-talented Wil was born in the Essex Badlands in 1913 and, graduated with honours from the School of Hard Knocks. At the age of 47, he fell off his futon, hitting his head, and suddenly believed he was Japanese, defying anyone to defeat him on Nippon Presidents A-L and Casio products since 1965. He now lives in Bath and sells the Big Issue on Saturdays.




### Paul Jarrold

Baby-faced Paul has been wooing the ladies since his teenage years, finally achieving the mantle of 'Future's Sexiest Man' this year. But, quiet Paul actually prefers the simpler things in life: a good Jackie Collins novel, a cup of herbal tea, a few toasted muffins and a pipe. A brilliant designer, Paul is also an expert at "Knock, Knock" jokes. Nice bloke.

GO! GO!

# And then there's this...

**Thought the last year was wonderful? Don't believe the games can get any better? Well, think again, because 1998 is going to be the year of the N64. This is why...**

## ACTION!

### The Legend of Zelda: Ocarina of Time

Action game? RPG? Well, something in between, really. But, it matters not, because *Zelda 64* is going to be staggering either way. This is the big one for Nintendo this year. Never mind the 64DD, if they're to make an impact in Japan, they need a winning RPG. And judging from what was on show at November's Space World, *Zelda 64* will have no problem in impressing. *FFVII*? Ha! Stand aside! This is the year of Link...





## RACING!

### F-Zero X

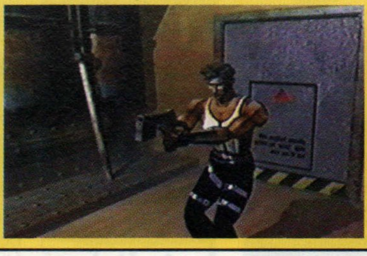
Miyamoto turns his genius to a refurbishment of SNES classic *F-Zero*. And the result? The fastest game of all time.The track detail has been toned down to allow greater speed – 1000kmh of speed. Four-player action, up to 30 racers pelting along all at the same time WITH NO SLOWDOWN. Oh yes.



## RPG!

### Hybrid Heaven

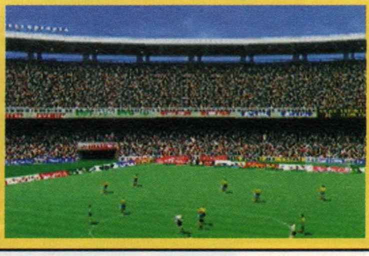
Hybrid Heaven is a timely indicator that third-parties can also make use of the N64's awesome potential. Its first showing on video was simply frightening, looking and moving like an alien-infested N64 version of PlayStation *Metal Gear Solid*. Its development is likely to be slow. but bide your time. You won't regret it.



## FOOTBALL!

### ISS Pro '98

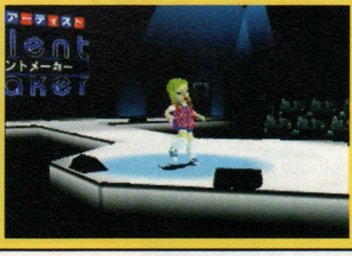
Thrashing all other console football games 5-0, *ISS64* was a beautifully realised, gorgeously animated footballer's dream. This year's follow-up, *ISS Pro '98* (as it's expected to be called in the West), should spell complete satisfaction, upping the realism, tactical options and sheer, unadulterated *footballness*.



## ODD!

### Talent/Picture/ Polygon Maker 64DD

'Odd' is the world but Nintendo might just be about to change the nature of video gaming for ever. It's hard to believe, we know, but watch this space – you might just be amazed.



## The Best of The Rest...

**Banjo-Kazooie:** *Mario*-esque, bear-led 3D adventure from Rare. Looks absolutely astounding and, reportedly, plays like a dream. But, can it surpass *Mario 64*? Oooh, now there's a thing...

**Conker's Quest:** *Mr Nutz II* comes to town in Rare's *other* 3D roam-'em-up. Apparently looking easily as good as *Banjo*, it's a pity Conker himself is more sickening than a fridge full of stilton.

**Body Harvest:** DMA's heavy-weaponed, time-travelling blaster has been in development for well over two years but we dare to suggest it could be the dark horse of 1998. We do, you know.

**Turok 2:** Has to be astounding to better *GoldenEye*, but Iguana are certain to draw much from Rare's effort, especially the four-player Deathmatch and magnificent level design. An interesting prospect...

**Holy Magic Century:** Imagineer's increasingly expert RPG looks as if it'll be one of the first on the N64 and the most recent version looked every inch the expectation-filler we're all desperate for. Look to March. Like a hare.

**Mother 3:** HAL have been on this RPG for yonks and it still has a fair way to go. But, it's debuting on the 64DD and, after *Zelda*, has to go down as the most-awaited role-player.

**Mission: Impossible:** Once *so* close to a release, *M:I* is now in for rejigging at Infogrames and apparently mirrors the film exactly. Everyone's fascinated to see it, but will it be any good?


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# RESULT!

**After some minor hiccups, the final of our grand *Lylat Wars* competition has finally been held.**




**Back before Christmas we launched a competition to find Britain's best *Lylat Wars* player – and we were almost swamped by your entries. Nothing much turned up at first, but as the deadline rolled around and everyone ran out of practicing time, the number of top-quality scores we received on photo or video was quite astonishing.**

The final standings showed just how good the standard of our readers' gaming was. In fourth place was Gary Kerr with an impressive 1971 hits. Second and third were taken by brothers Gavin and Jonathan Cole of Washington with 2009 and 2028 hits respectively. Way out in front – and the winner of the first stage – was Patrick Wessels of Rotterdam, Holland with a semi-miraculous 2041 hits.

While the original idea was to hold the final of the competition in Electronics Boutique's Oxford Street store, Tim's fear of the 'Big Smoke' saw the competition to the salubrious surroundings of **N64**'s offices in Bath. The most disappointing news, however, was that Dutch lad Patrick would not be able to attend to defend that coveted (and valuable) first place.

With Patrick sorted out with £200 worth of EB vouchers as compensation, the remaining three contestants converged on Bath to play for a £400 EB voucher first prize, and an almost-as-tantalising £200 second place prize. This is what happened.

## WHERE IN THE WIDE WORLD OF GAMES?

Electronics Boutique, the kind sponsors of our *Lylat Wars* Championship, have a shop on almost every street corner, you know. Call 0800 317778 for the telephone number of your nearest store.

| | | | | |
|---|---|---|---|---|
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# The final

**After a hearty lunch, our three gallant contestants repaired to the N64 games room. With Patrick unfortunately not with us, it was James who gallently stepped forward to make up the numbers in the impending four player games. Gary, Jonathan and Gavin looked initially nervous at this, until they were reassured by Tim that James was "utterly dump" at *Lylat Wars*, an assessment that was sadly accurate – Jonathan was always N64 Magazine's star Fox McCloud.**

**The final was to be split into four rounds, with the two top players after this time, fighting it out in a duel to the death for the first prize. Each round scored three points for a win, two for second, one for third and none for (James in) last place.**



## Round One

**Total Hits Score on Corneria**

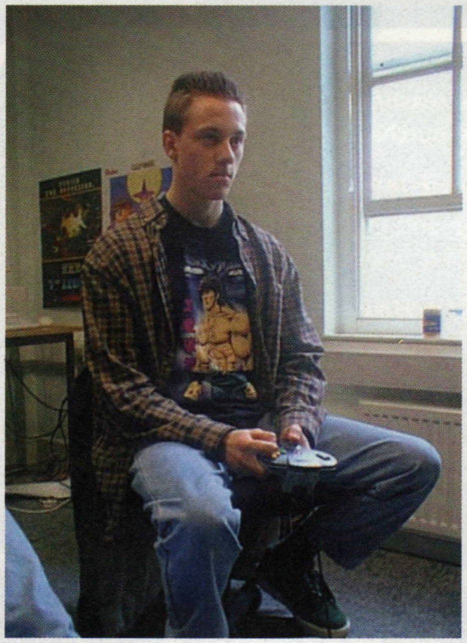
Anyone doubting the quality of our competitors would have their objections blown away by the best hits performance ever seen in our games room. Gary went first amassing an incredible 248 hits. Jonathan was up next and his 233 hits, while still good enough to top our I'm the Best League, was a clear 15 hits behind Gary. Jonathan looked good for most of his mission, but as the boss crashed to the ground, it became clear that he'd 'only' managed 240 hits. First round to Gary, then.

**Scores:** ***Gary: 3*** ***Jonathan: 2*** ***Gavin: 1***

## Round Two

**Battle on Corneria**

The first battle game set the first-to-five-points set-up that was to stay constant for the next two rounds. James joined the fray as an unconvincing Falco, Gary, Jonathan and Gavin all chose Arwings and battle commenced. It was a close-run thing (apart from James whose only kill came from a lucky long-range bomb shot) but in the end Gavin ran out the winner, with Jonathan and Gary tied in second place.



**Scores:** ***Gary: 5*** ***Jonathan: 4*** ***Gavin: 4***

## Round Three

**Battle on Solar**

For the second battle on Solar, Gary, Gavin and Jonathan had definitely latched on to an all-new battle tactic – find James on the radar and hunt him down ruthlessly for an easy kill. "How do you do loops, again?" was James's pathetic question as Falco crashed and burned once again. Withering looks from Jonathan, Gary and Gavin were the only reply. Gary was the winner, followed by Jonathan in second and Gavin in third.

**Scores:** ***Gary: 8*** ***Jonathan: 6*** ***Gavin: 5***

## Round Four

**Battle on Corneria**

To mix things up a bit (and because he was having so little joy in the Arwing) James opted for a bit of Landmaster action during this battle. The three-way dogfight that developed over his head was truly a sight to behold, but as soon as Fox, Peppy and Slippy noticed what was going on, they dived almost in unison. Round four was as close as close could be, but eventually Gavin shot down Jonathan to grasp victory. Gary could only trail in third.

**Scores:** ***Gary: 9*** ***Jonathan: 8*** ***Gavin: 8***

## Tie-Break

**Battle on Corneria**

Things couldn't be tighter as we approached the final, but only two players could go through. Jonathan and Gavin – tied on eight points – would have to fight it out in a sudden death battle over Corneria. Looks of studious concentration came over the brothers, and their energy bars were drained as they exchanged hit for hit. Finally, with his Arwing smoking and wobbling as it clung together, Gavin put in the killer shot and Jonathan tumbled to earth. The final was to be between Gary and Gavin.

## The Final

**Two-Player, Sudden Death, Corneria**

Gary and Gavin had fought all the way to the final for this – a mano-a-mano fight to the (sudden) death. Gary leapt into Peppy's Arwing and Gavin into Fox's. As battle commenced, it was clear neither would win easily.

The dogfight lasted for well over five minutes, as each sliver reduced on Gary's energy bar was matched by a sliver on Gavin's. As both Arwings began to smoke and tremble, it was Gavin who turned sharply and delivered the killer shot. As Gary's Arwing became a fireball and dived to earth, Gavin raised his arms aloft – he'd proved himself as Britain's greatest *Lylat Wars* player.



| | | | | |
|---|---|---|---|---|
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| Edgeware | Glasgow (St Enoch) | Hastings | Ipswich | Lisburn |

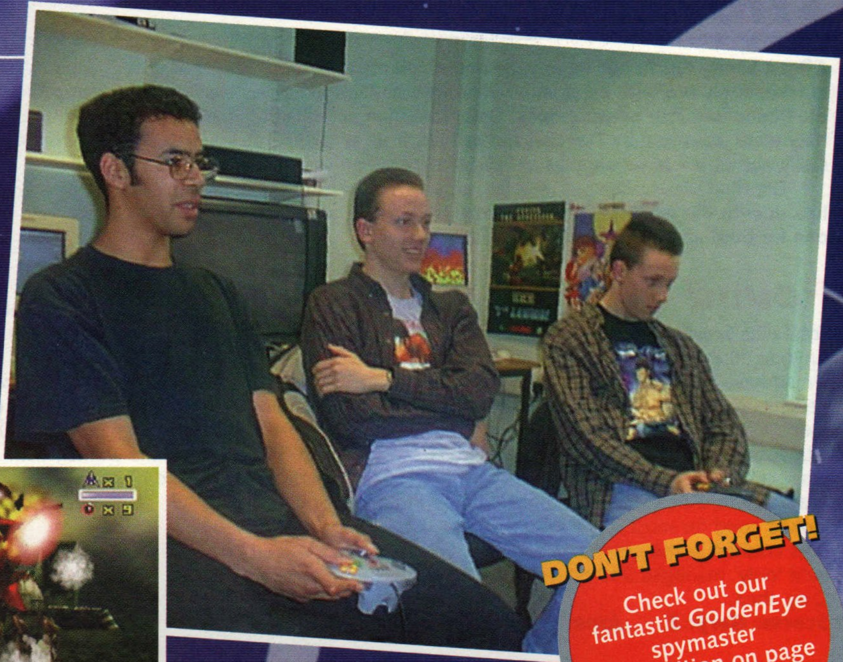
GO! GO!

# WINNER!

It's official, then, Gavin Cole from Washington Tyne and Wear is, officially, Britain's greatest *Lylat Wars* pilot. Gavin was unsure how he was going to spend his £400 worth of Electronics Boutique vouchers, but the Cole household will certainly have no difficulty in keeping up with the latest N64 releases over the next couple of months.




*That's Gary on the left, Jonathan in the middle and Gavin to the right. Ah! The tension mounts.*



*Boss-disposal – a vital skill for all aspiring Lylat Wars champions.*




*A full table of the 100 best Lylat pilots will appear next month. Oh yes it will.*

**DON'T FORGET!**
Check out our fantastic *GoldenEye* spymaster competition on page 62. Are you Britain's best secret agent?

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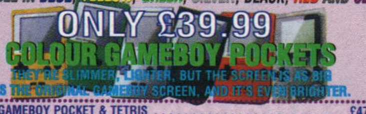
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# HOW TO...

# (belatedly) qualify for the World Cup in FIFA '98



**The number one game over Christmas deserves the number one guide...** by Tim Weaver

Whilst it might have lost out to *ISS64* by three clear goals in a pretty one-sided final, *FIFA '98* is nonetheless an excellent stab at replicating The Beautiful Game in a cart the size of a shinpad. And, so, like the beacon of international management brilliance that we are, here's everything you'll need to know about qualifying for June's World Cup, *FIFA*-style...

**PREVIOUSLY IN N64** *FIFA '98* scored 83% when we reviewed it in the Christmas issue.

# THE TRAINING GROUND: CONTROL

***FIFA '98* possesses a fairly simple control system compared to *ISS64* or, at least, it doesn't require you to learn as many moves in order to succeed. But, because its system isn't as complicated, or as fluid, you really have to work hard to get the most out of what you're given. So, then...**

## Analogue stick

The obvious thing about Nintendo's trusty stick is that – get this! – it helps your players move. But, more than that, it's needed in order to help link play. For example when your side is attacking, unlike *ISS64*, you can't just tap at the A button to pass to your nearest player. Instead, you have to make certain that you select a player with the analogue stick (by pushing it in the relevant direction), before tapping pass. It's a process that appears slightly irksome and indeed, in practice and after *ISS64*, it is. But, persevere and you'll soon get to grips with it.







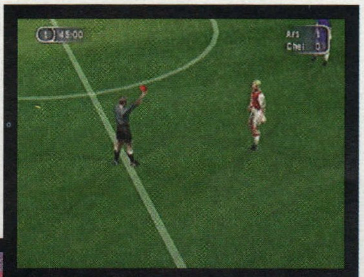
*The flip side of the FIFA coin. Run with the ball all you like but remember to direct your pass.*

## A Button

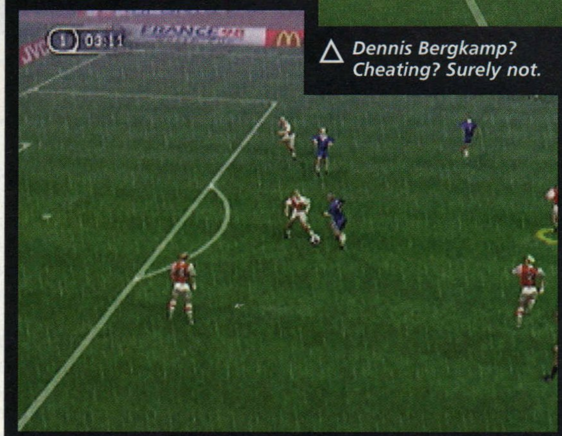
As well as being your pass button, A also allows you to switch players. And this is an essential part of the game, especially as *FIFA '98* doesn't automatically flip between players like most other football games. The saving grace is that the computer will always send one of your men towards the ball, wherever it happens to land on the pitch, and so selecting a player manually really isn't as difficult as it sounds.

If you're frequently being penalised for fouls that you don't appear to be committing, it's almost certainly because you're not switching players quickly enough and, instead, are still playing with a member of your team who's not directly involved at that moment. So, when you try to tackle an opposing striker with your nearest player, what you'll find you're actually doing is sliding someone on the other side of the pitch who's standing around doing nothing.

The A button can also be used to direct a header, providing you're using the analogue stick in conjunction with it. When the ball comes towards you, simply hold A and swivel the stick. Similarly, a volleyed pass can also be achieved this way.



*Dennis Bergkamp? Cheating? Surely not.*

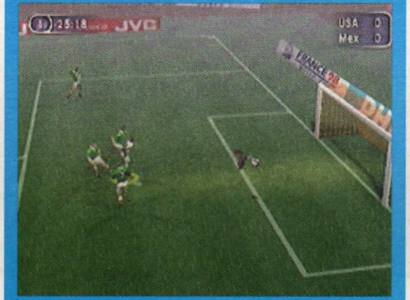


*Tap A to stick your foot in when you're on the defensive. Works a treat, it does.*

## B Button

The B button has, perhaps, the two most important functions in the whole game. On the attack, it's your shoot button and in defence, your foot-in tackle. (As opposed to the sliding tackle which is far more effective but ten times as risky.)

Shooting is a fairly simple process of directing the analogue stick towards goal and then holding down B. To be honest though, scoring is a bit of a lottery in *FIFA '98* as even the most precise of efforts can sometimes go




wide at the last minute. But, invariably, if you work the two functions in conjunction – remembering to direct the stick *before* pressing B – the law of averages dictates that you'll eventually hit the target.

The foot-in tackle lacks conviction but is advisable in the penalty area,




especially when the opposition is running at you. This manoeuvre is a good deal easier to pull off than it was in *ISS64* so, much of the time, you'll be able to get by without desperate last-ditch sliding tackles and the prospect of a red card flourish.

However, be wary of this approach against the truly world class strikers, like Shearer and Klinsmann, as often they'll prove too quick-witted and pacey for anything other than the stop-right-there sliding variety.

### 'SHIP SHAPE

Tsch. All this and we haven't even touched on the club teams involved in *FIFA*. Here're the teams to watch in each of the countries featured:

**England**: Man Utd, Liverpool, Arsenal, Newcastle.
**Scotland**: Rangers, Celtic.
**Italy**: AC Milan, Inter, Juventus, Parma.
**Holland**: Ajax, PSV Eindhoven.
**France**: Paris St. Germain, Marseilles, Monaco.
**Spain**: Barcelona, Real Madrid, Athletico Madrid.
**Germany**: Bayern Munich, Borussia Dortmund, Werder Bremen.
**Sweden**: Gothenburg, Trellenborg.
**Malaysia**: Brunei, Lumpur.
**America**: Dallas, New York, Vancouver.
**Brazil**: Flamengo, International, Santos.





## Bottom-C

Sliding tackles are the preserve of the Bottom-C button. The best way to ensure success when you're sliding in is to get level, or in front of your opponent because, although the referee's is a good deal more lenient than in *ISS64*, you'll hardly ever get away with tackling from behind. In truth though, once you get to grips with the timing, you're unlikely to return to the foot-in tackle as the slide is far more effective, especially when trying to break up opposition play.

On the attack however, Bottom-C is a brilliant direct-to-the-player lob, which picks out your front men with a delicate chip. If you're looking to split the defence, this isn't the ball you want (the through-ball is far better), but if you're wanting your front men to hold up play up, it's perfect. You'll need runners from midfield for the striker to knock the ball off to, mind.







◁ The beginnings of FIFA's very best move. Simply tap Bottom-C to loft the ball into a handily-placed front player. Then, as they say, reap the dividends.




△ The sprint is especially useful in the penalty box.

## Left-C

The sprint actually isn't very much of a sprint. It gives you a few seconds of extra pace – just enough to initially ward off the attentions of an opposing player – but never allows you to *really* run riot in the last third. Also, you're required to tap at the button in order to maintain speed. Simply holding Left-C won't do anything.

So, disappointingly, there's actually not a great deal of opportunity for pacey wing play. Instead, the short bursts of extra speed are best employed in the centre of the field, especially when you're trying to get away from a midfield fracas, and in conjunction with the through ball to front players. Also, like *ISS64*, the better teams and players have longer bursts of speed.



△ It's just timing that shot to perfection now, eh?

## Top-C

The all-important through-ball doesn't work quite as well as *ISS64*'s. Rather than gliding right to the feet of a forward player, it only moves in the general direction, meaning you have to bring your players to the ball rather than let the ball come to them. (And, additionally, make certain you switch players to gain possession.)

Defensively, Top-C can be used more aggressively. By double tapping the button, you can shoulder barge an opposing striker or, on occasions, elbow them out of the way. More effective is the holding of Top-C which results in a vicious slide tackle, studs-up-style. Of course, this isn't likely to benefit your disciplinary cause but, nonetheless, proves a more than adequate way of dealing with the opposition.




△ The through ball doesn't work as well as ISS64's. But it's still useful.

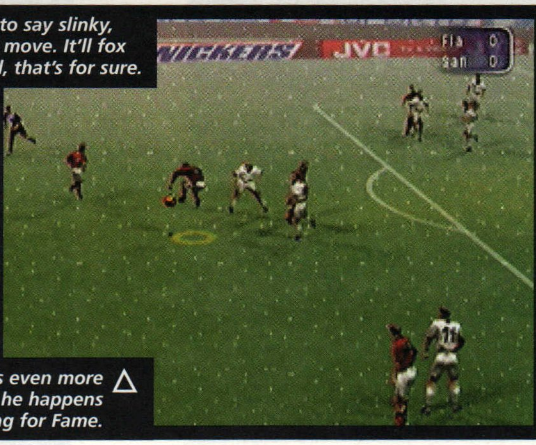
So is this. Especially when the referee's not looking. Mmm. ▷







▽ A clever, not to say slinky, over-the-ball move. It'll fox their midfield, that's for sure.




This is even more impressive – if he happens to be auditioning for Fame. △

## Right-C

There're very few functions on the defensive for Right-C but, as an attacking button, it can be cunningly handy. Firstly, by holding it down you can evade a sliding tackle or foot-in and, when used with the Z-Trigger, can also produce a slinky foot-over-ball sway from side to side. And secondly, by tapping twice, you can dive. This is best employed near an opponent, especially if they've robbed the ball from you. It won't, however, win you many friends when it's played back in slow motion.

# THE DRESSING ROOM: MANAGEMENT

**Where *FIFA '98* improves no end on its predecessor is in its management options. Not only can you adjust the strategies, formations and attacking patterns of your team, but you can also edit and alter the appearances of the player's themselves. Here's what to make of what you've got (as it were)...**

## Formation

A fairly standard approach to dressing room management, the Formation option draws from a solid pool of choices, including the safe-as-houses 5-3-2, 4-4-2, 4-3-3 and 3-5-2. But, it also allows you more defensive or attacking diversity, with as few or as many men (from one to five, in fact) in any third of the field.




## Kick takers

Despite no one player possessing any noticeable extra skill in the dead ball department, kick takers can nevertheless be designated at will. It's possibly better to assign corners to a midfield player, so that your star striker is left free in the box, but both penalty kicks and free kicks can be handed to whomever you choose.




## Positioning/Strategy

With the formation already decided upon, you can now adjust the individual positioning of your team members. It's a good idea to have a tinker with the Strategy option in conjunction with this as well, particularly because it's worth getting your defence, midfield and attack where you want them *before* you start fiddling around with individuals. Remember, though, that you can only move your lines within the designated third of the field so all-out Keegan-era Newcastle tactics probably aren't available.







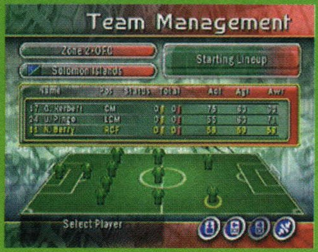
## Attacking bias

This is best used on the midfield and/or a sweeper so that you can always make the best of counter attacks. Your strikers will always be in the second or last third of the field anyway, so they hardly need tinkering with. But, forward-thinking central midfielders and wingers are always a sound attacking idea.




## Starting line-up

Easy enough to get to grips with, especially as any member of your team – regardless of supposed position – can pretty much play where they like. Obviously you're not playing to Shearer's natural strengths if you stick him at right back but you can chop and change defenders and midfielders at will, without adverse results.




## Aggression

Best employed on your back four and defensive midfielder(s), the Aggression setting noticeably cranks up the strength of your tackles. A foot-in challenge remains largely the same mixture of good timing and pot luck, but sliding in (combined with the Top-C extra-strength challenge) could result in serious limb removal. Nice, that.




# POST-MATCH ANALYSIS: THE WEATHER



## Hot

The pitch is clean and green, with enough surface glide to carry passes. Long balls may bounce high and far, though. With conditions like this, players also tire more quickly so go easy on the sprint button. A one-touch passing game is ideal.



## Dry

Perfect conditions for football, dry weather allows for the best combination of tactics. A passing game works as well as a long ball game and a bit of wing play can also unlock defences, especially as you can push the ball past players and sprint without tiring.



## Rain

With the surface suitably wet, playing balls long is inadvisable as a pacey pass will just pelt out of play. Equally, however, as the pitch gets cut up, short passes will stick. So instead use the lob to move forwards into the game, without using the heavy deck.



## Snow

Difficult conditions to play in by anyone's reckoning and sliding tackles can be mistakenly mis-timed so watch out for last-ditch attempts around the penalty area. But, make use of the glide on the grass with a passing game and you'll reap the dividends.



## Sleet

In a very real sense, almost exactly the same as snow. Except the mixture of snowflakes and rain makes for a slightly stodgier pitch. So a good old fashioned long ball game is the way to succeed, meaning it's time to dig out your strapping centre forward.

GO! GO!

# THE MATCH: QUALFIYING GROUPS

## Zone 1: Confederación Sudamericana De Futból

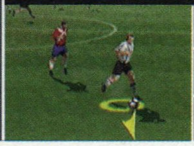
***Eh?:*** The South American qualifying group. Nine teams compete for four places with Brazil, as winners of the 1994 World Cup, automatically through.
***Format:*** Simple home and away set-up, with a tiebreaker played at a neutral ground in the event of two teams finishing in joint fourth and fifth place.
***Difficulty:*** A tricky group, with at least five or six teams capable of challenging for honours. However, without Brazil (who *can* still be selected), Argentina have to be the strong contenders with a ticklesome front two of Batistuta and Caniggia. Other teams to be wary of are Chile, Colombia, Uruguay and Paraguay. Along with the UEFA system, this has to go down as the hardest piece of footballing graft.






**STAR PLAYER**
*Gabrielle BATISTUTA: Fast, quick, powerful, accurate.*

**STAR TEAM – ARGENTINA**



| | |
|---|---|
| Shirts | Pale blue and white stripes |
| Shorts | Black |
| Socks | Pale blue and white hoops |

## Zone 2: Oceania Football Confederation

***Eh?:*** Australia, New Zealand and all those tiny islands in the Pacific who sacrifice humans to the Moon God. Probably.
***Format:*** Ten teams in all, spread across a super-complicated qualifying system that involves five different rounds. Footballing powerhouses Australia, New Zealand and Tahiti are given a bye to the third round whilst the Melanesian and Polynesian groups battle it out in an effort to join them. The eventual, overall winner then has to play the team that finished fourth in the AFC qualifying system. (Which is the reason Australia had to play Iran last year.) Fairly simple, then.
***Difficulty:*** Papua New Guinea? Vanuatu? Tonga? The Cook Islands? Well, it's Sunday League Football, really. Perhaps only difficult once you've *won* the zone.






**STAR PLAYER**
*Mark BOSNICH: Acrobatic, mobile, reads the game well.*

**STAR TEAM – AUSTRALIA**



| | |
|---|---|
| Shirts | Yellow |
| Shorts | Green |
| Socks | Yellow |

## Zone 3: Asian Football Confederation

***Eh?:*** The, erm, Asian Football Confederation.
***Format:*** Another let's-make-it-as-complicated-as-possible zonal system consisting of three rounds. The first takes in ten groups of three to four teams with the winner of each group progressing, whilst the second splits the ten winners into two groups of five. Then the two group winners qualify for the World Cup and the two runners-up battle it out for a third place. The play-off loser then faces the winner of the OFC zone. Phew.
***Difficulty:*** Japan and South Korea offer the only real footballing pedigree with Saudi Arabia lagging a little way behind. Thereafter it's a lottery with the UAE, Iran and India ready to put in the effort and Syria, Oman, Kazakhstan and the Maldives likely to devastate if, and when, hell freezes over. A 36 team competition with 31 crap sides.






**STAR PLAYER**
*Lee YAMAUCHI: Intelligent passer, good close control.*

**STAR TEAM – JAPAN**



| | |
|---|---|
| Shirts | Dark Blue |
| Shorts | White |
| Socks | Blue |

## Zone 4: Union of European Football Association

***Eh?:*** The more familiar UEFA qualifiers where England get lumbered with Poland, and Scotland get a group o' death.
***Format:*** 50 nations throw their hat into the ring and 14 progress from nine groups of five or six teams. The best runner-up (á la Scotland) goes through automatically and then the eight second placed sides battle out for the last four positions. Northern Ireland go out bravely, the Republic bore everyone to death and Wales confirm themselves as the Maldives of Europe. France, meanwhile, qualify as hosts.
***Difficulty:*** Arguably the hardest zone of all. Almost every European nation is capable of playing top quality football, with even the second rate nations being considerably stronger than the best from much of the rest of the world. This particularly applies to the Russian nations.






**STAR PLAYER**
*Alan SHEARER: One of the best strikers in the world.*

**STAR TEAM – ENGLAND**



| | |
|---|---|
| Shirts | White |
| Shorts | Dark Blue |
| Socks | White |

## Zone 5: Confed. of North, Central & Caribbean Football

***Eh?:*** Mexico traditionally dominate this zone, with the USA and developing Jamaica a little way behind.
***Format:*** Too complicated to even begin to explain, the CONCACAF basically allows the USA, Canada and Mexico a bye to the third round of competition (cutting down the likes of Surinam, the Bahamas and Haiti in the process) and then heads them off at the top of three qualifying groups. The group winners then progress to the finals.
***Difficulty:*** Mexico can pretty much guarantee their place in the World Cup every four years with the USA providing the only *real* competition in CONCACAF, though, with the emergence of Jamaica, there might yet be a third name to add to the list. Like the African set-up, a real developer. Time will, as they say, tell.






**STAR PLAYER**
*Luis ENRIQUE: Quick thinking passer, proven goalscorer.*

**STAR TEAM – MEXICO**



| | |
|---|---|
| Shirts | Green |
| Shorts | White |
| Socks | Red and white hoops |

## Zone 6: Confederation Africaine De Football

***Eh?:*** The African zone. Pelé reckoned that an African nation would win the World Cup by the year 2000. Well, they're running out of time.
***Format:*** Cameroon, Egypt, Morocco and Nigeria all receive byes to the second round whilst the rest battle it out in a series of one-on-ones. The winners of them get placed into five groups, alongside the four previously exempted teams, and the group winners qualify from there.
***Difficulty:*** Quite a mixed bunch, the CAF has a number of top rate sides but, equally, a few real stinkers. The strongest teams are Nigeria, South Africa and Morocco with Tunisia, Egypt and the rapidly declining Cameroon bringing up the rear. With any of these teams under your control you'd reasonably be expected to stand a good chance of France-style glories.






**STAR PLAYER**
*Yekini GEORGE: Towering striker, powerful, awkward.*

**STAR TEAM – NIGERIA**



| | |
|---|---|
| Shirts | Green and white |
| Shorts | White |
| Socks | Green |

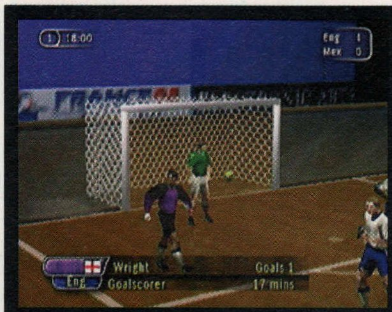
# LATE NIGHT SPORTS SPECIAL: INDOOR STADIUM



There are a number of ways to ensure success in the Indoor Stadium: **1.** Try to use the walls as often as possible. They're a reliable one-two and, for the less skilled players, a perfect way to see off the attentions of a member of the opposition. **2.** Make full use of the sprint button. The indoor stadium is so small that it's unlikely your players will tire very quickly. And also, due to space restrictions, it's harder for opponents to make tackles, particularly sliding tackles, successfully. **3.** Shoot on sight. Despite the fact that the goals are smaller, it's actually far easier to score indoors, even against the stronger teams. But equally, it's easier for opponents to score against *you*, so it would be worth tinkering with your defence. **4.** Tactics are important indoors, especially in defence. Try packing the defence and playing your star striker up front on his own. That way, defencers can break out and support your forward man but, in the event of a counter attack, you'll have enough at the back to cope. **5.** The camera angle that actually benefits play the most is the sky cam. At first it seems ludicrously far away but the advantage is that you can see the whole court and therefore, where each of the opposition are. With the ball cam, and even the default cam, suddenly appearing defenders are a genuinely annoying problem.



◁ *A great body blow for the old Argies. Ha! We haven't forgotten 1986, you know.*




△ *"The Mexicans have to ask themselves serious questions, here", reckons Andy Gray. And, you know, he's not wrong.*








◁ *Great attacking football from the old Wrightster. Really showing his prowess.*


# IN THE NEW ISSUE OF TOTAL FILM



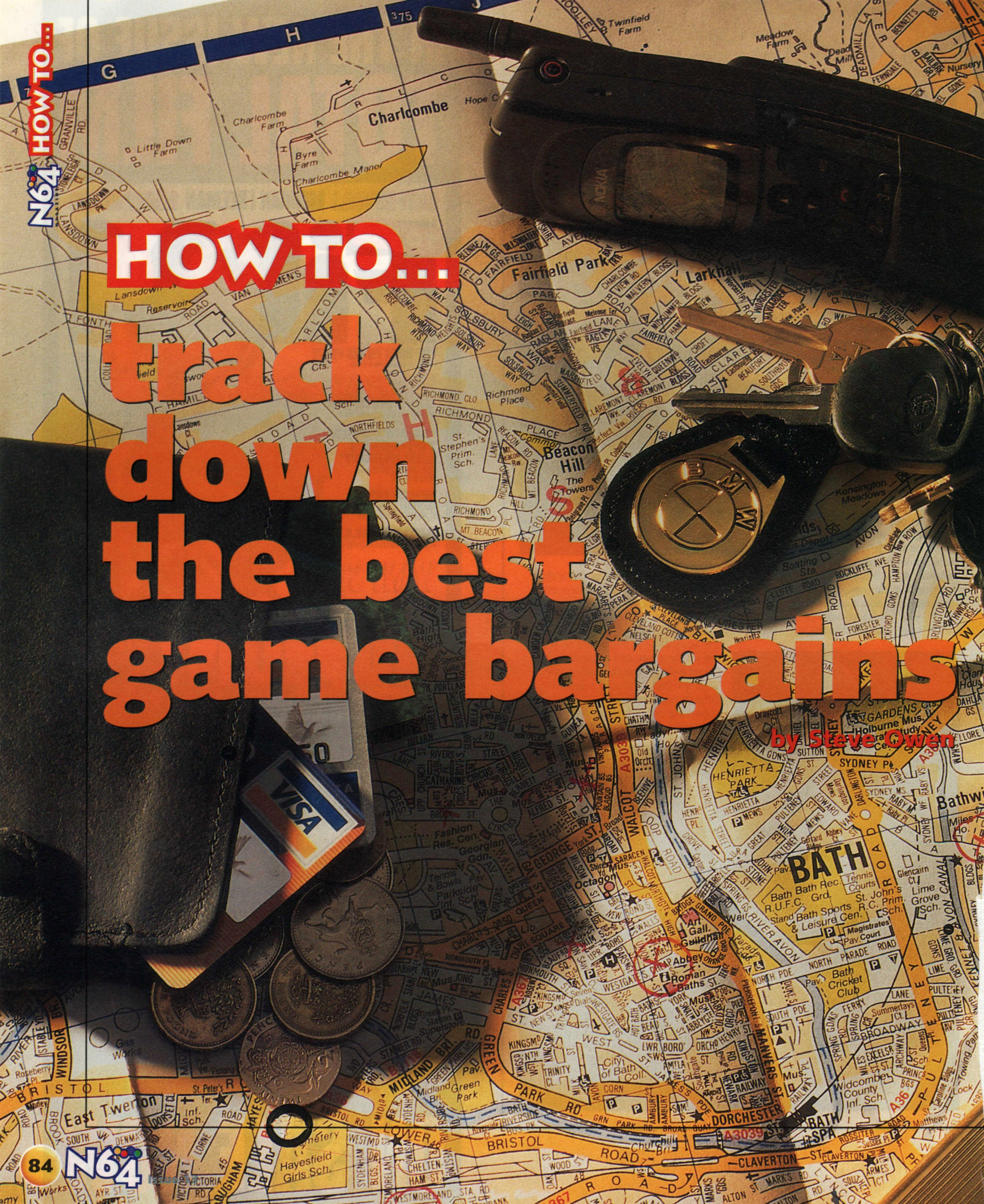

## PLUS!

Getting shot – movie-style.

Hopkins and Baldwin fight bears in The Edge.

The sad, solitary habits of Barry Norman.

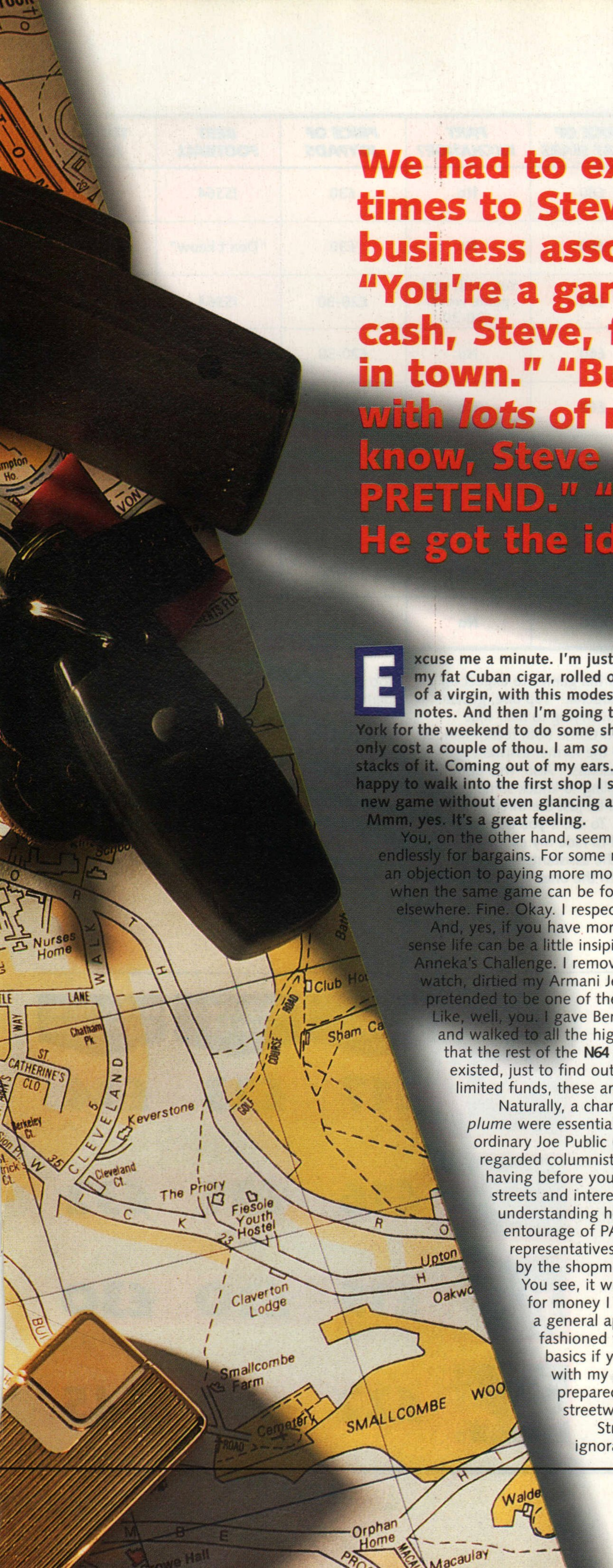
# ON SALE NOW




# HOW TO...

# track down the best game bargains

by Steve Owen




**We had to explain the brief several times to Steve 'Swiss' Owen, an old business associate of N64 Magazine. "You're a games player with not much cash, Steve, find the best £100 deals in town." "But I'm a games player with *lots* of money." he said. "We know, Steve you're going to have to PRETEND." "Oh... right, er." He got the idea eventually...**

**Excuse me a minute. I'm just going to light my fat Cuban cigar, rolled on the soft thigh of a virgin, with this modest bundle of £20 notes. And then I'm going to fly to New York for the weekend to do some shopping. Should only cost a couple of thou. I am *so* money. I've got stacks of it. Coming out of my ears. So I'm perfectly happy to walk into the first shop I see and buy a new game without even glancing at the price tag. Mmm, yes. It's a great feeling.**

You, on the other hand, seem to search endlessly for bargains. For some reason you have an objection to paying more money to one store when the same game can be found cheaper elsewhere. Fine. Okay. I respect your decision.

And, yes, if you have more money than sense life can be a little insipid, so I took Anneka's Challenge. I removed my Cartier watch, dirtied my Armani Jeans and pretended to be one of the little people. Like, well, you. I gave Benson the day off and walked to all the high street stores that the rest of the **N64** team told me existed, just to find out how, if you have limited funds, these are best disposed.

Naturally, a character and *nom de plume* were essential. I elected to be ordinary Joe Public (not the highly regarded columnist you are used to having before you), straight off the streets and interested in understanding how, without an entourage of PAs and PR representatives, one is treated by the shopmongers of today. You see, it wasn't just value for money I was seeking, but a general approach. Old fashioned values, or back to basics if you like. And, so, with my questions prepared, I headed streetwards.

Stressing general ignorance, I began by suggesting that I was ready to purchase a new Nintendo cartridge, and could the nice young man suggest a suitable title. Frequently this was met with the obvious answer, "Well, what sort of games do you enjoy playing?"

Refusing to be so browbeaten at this early juncture, I vaguely replied, "Oh, anything really. Arcade-type games. What's a must-have?" Being the end of January when research was carried out, the standard reply was understandably *GoldenEye*, even though not a single store had a copy available.

Nevertheless, before escaping I had to press on. With it being my birthday at the end of March (not really, but I will accept gifts from devoted readers anyway), could the shop recommend a big game available at that time, which I could ask a loved one to purchase for me? You see, this question tested not only their knowledge, but their desire to fully research the answer.

Finally it was time to test prices. Perhaps, unsurprisingly, most stores sell at Nintendo's RRP, £50 for most games and £60 for the Rumble Pak-enhanced *Lylat Wars*. Electronics Boutique kindly offer a generous part exchange deal if you have some old games lying around, but Game were apologetic that they weren't able to. The Tunbridge Wells branch was gracious enough to try and explain – "I think you need some sort of licence to resell games, and we don't have one." We look at Electronics Boutique's deal anyway, plus some of the dedicated games exchanges on the next page.

After confirming the prices of joypads, as a nod to hardware pricing, one more question was to test their gaming knowledge. Each assistant was asked what the best football game available was, in an attempt to trap them into saying *FIFA '98* in order to shift an extra copy. Those shops that correctly replied "*ISS64*" were countered with "I've already got that" in order to give them another chance to sell me an alternative game. The final response is given in the table.

Finally, I have rated each of the stores out of five, a Top Dog Rating if you like, and a combination of pricing, knowledge, helpfulness, range and the overall impression.

GO! GO!

| SHOP | RECOMMEND | COMING SOON | PRICE OF N64 GAME | PRICE OF LYLAT WARS | PART EXCHANGE? | PRICE OF JOYPADS | BEST FOOTBALL | TOP DOG RATING |
|---|---|---|---|---|---|---|---|---|
| Boots | *GoldenEye* | "Nothing" | £50 | £60 | No | £30 | *ISS64* | ★★ |
| Dixons | *San Francisco Rush* | Ring back in a month | £50 | £60 | No | £30 | "Don't know" | ★★ |
| EB electronics boutique | *GoldenEye* | *Cruis'n USA* | £50 | £60 | Yes, with each game worth £20-30 | £20-30 | *ISS64* | ★★★★★ |
| GAME | *Lamborghini or FIFA '98* | *Cruis'n USA* | £50 | £60 | No | £20-30 | *ISS64* | ★★★★ |
| HMV | *GoldenEye* | "Nothing" | £50 | £60 | No | £30 | *ISS64* or *FIFA '98* | ★★★ |
| JOHN LEWIS Bristol | *FIFA '98* | *1080°* | £50 | £60 | No | £30 | *FIFA '98* | ★★ |
| MVC | *GoldenEye* | "Nothing" | £47 | £57 | No | £19-27 | *ISS64* | ★★★★★ |
| Virgin MEGASTORES | *GoldenEye* | "Nothing" | £50 (but £60 for *GoldenEye*) | £60 | No | £30 | *FIFA '98* | ★★★ |
| WHSmith | Huge list | Huge list | £50 | £60 | No | £30 | ISS64 | ★★★★ |

**Boots, HMV, MVC and Virgin were all uncompromisingly honest by claiming that there was nothing worth buying at the end of March. I shudder to think what Nintendo would have to say, and it was news to WH Smiths, too. The nice gent at the Elephant & Castle branch rang me the following day, after doing some research. Despite starting the conversation with the shockingly familiar "All right, boss", he proceeded to give me scores for six of the top games of the moment, with *GoldenEye* the top recommendation, followed by a comprehensive list of the games to expect up to April. Remaining in character, "Top one, geezer."**

Meanwhile, it was worrying to hear that games specialists EB and Game both recommended *Cruisin' USA*, although the former assistant admitted that it was "useless". Also, well done to MVC, the only shop willing to knock some green off the RRP. It may well be just the three pounds sterling, but it adds up. To six, if you buy two.

Perhaps I struggled to hide my excellent breeding, but most of the assistants were surprisingly helpful, even the ones that didn't know too much. Dixons, John Lewis and Boots were perhaps a little over-efficient, and seemed to have something a little more important to get back to. As if.

Who to go to, then? If you're lucky enough to live close to an MVC they make obvious sense, unless you fancy getting some money back in which case EB or one of the computer exchanges listed make a lot more sense. Aha, though, no, wait! Hiring, second hand and a damn good shop around make the difference, and that's what we cover next.

# Exchange, be smart

**If you got *Mario 64* eight months ago, completed it seven months and 28 days ago, and feel a little bit upset that it cost £60 and is just sitting there, then you could always flog it to a shop. It's worth big money to them, because they flog it on to people just like you except that they never got round to buying *Mario 64*, and rather like the idea of getting it for £34, even if it *is* second hand.**

Electronics Boutique are the only high street store we could find that have a specific part exchange policy. They weren't able to supply specific prices without seeing specific games, as the value is totally dependent on the quality of the packaging, the inclusion of the instructions, the age of the game and its overall popularity. The Oxford Street store did claim that you could expect between £20 and £30 for each game, though. A dashingly good deal.

London's Tottenham Court Road is home to the Capital's electronics stores, including a number of discount games shops selling new and used games. They may offload your old ones.

The main shop is Computer Exchange, 219 Tottenham Court Road, but other stores exist in Birmingham and Bristol, and similar outlets can be found throughout the country.

Their deals are very straightforward. Each game has a fixed second hand selling price, and you are offered half that amount if you want cash, or two thirds the amount if you want to do a direct exchange. In every case, you have to prove your name and address with a credit card and driving licence, or something similar. It gives the shop some comeback if it transpires that you're a bit of a tea leaf.

By way of an example, or four, here are the prices of a selection of N64 games.

| | SELL VALUE | EXCHANGE VALUE | SECOND HAND BUYING PRICE |
|---|---|---|---|
|  | £17 | £23 | £34 |
|  | £16 | £21 | £32 |
|  | £15 | £20 | £30 |
|  | £22 | £30 | £45 |

# You're hired!

**If, for some inexplicable reason, you don't believe what the God-like heroes of N64 Magazine tell you about a game, or if you know you don't want to buy something, but wouldn't mind a quick game anyway, it makes serious financial sense to just 'borrow' it for a while.**

Now, naturally, I'm not talking about walking out of a shop with it, only to return it a couple of days later, unless the shop in question has agreed such a deal with you. Don't expect such a service from any of the stores we've already mentioned, but you could head to your local Blockbusters video store instead.

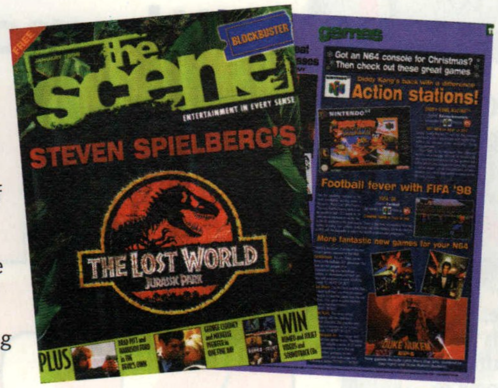
Once you're a member (it's free, but they need two forms of identification with a printed address – utility bills or bank statements dated within the last three months will do), you can help yourself to their generally impressive collection of rental games.

The latest games cost £4.50 for two night's rental, with each extra night costing a surcharge of £2.50. Older games such as *Wave Race* are available at £3.50 for two nights. The games come with the instructions included, but only if they were returned intact. If you need to know how to play, make sure you've got the manual before leaving Blockbusters. *Lylat Wars* should be available too, but you won't find the Rumble Pak in the box.

Interestingly, you can also hire an N64 console for £9.99 every two nights. Strangely, though, you need to leave a £150 deposit, £50 greater than the retail price of the unit.

Blockbuster also sell N64 games at their respective RRPs. Buy a spare controller at the same time and you get it for half price – £15.

Although there aren't any other national chains with game rental sections, you might find some local video shops offering the same deal. If you have trouble buying a game like *GoldenEye* in the future, just rent it for a weekend.




*Blockbuster do a regular magazine featuring all the titles available to rent.*

# Yours for a ton

**Sitting with £100 in your pocket – a gift from a generous aunt, perhaps or four numbers on the Lottery – you would be forgiven for believing that it would get you just two new games for your console. Not so.**

Shop around, like we did, and you could be rather surprised by the findings. In what we believe to be an increasing order of bargain-ness (now a word by Royal Decree), allow us to present our very own, **N64** Magazine, Top Five Ton Tradings.

*(Please note that these deals may differ depending on your local store and prices cannot be guaranteed. Sorry 'bout that.)*



**5** **£100 =**




**at Dixons**

**4** **£100 =**




**at MVC and Blockbuster**

**3** **£100 =**




**Computer Exchange**

**2** **£100 =**




**at Blockbuster or Computer Exchange**

**1** **£100 =**




**at Computer Exchange or Electronics Boutique**

EARN £20-£60K

## HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

**S**ometimes, once in a while, a game comes along that demands your non-stop attention. And after a smidgen of playing you come to realise you're actually quite good at it. Then, a couple of days later, you're teetering on the edge of being a bit of an expert. At this point, then, there is only one path to follow: Help Wanted.

See, here at **N64** Magazine, we always value the input of our readers, especially when we're well aware that sometimes – just *sometimes* – you could actually give us a darned good run for our money. And, accordingly, what we want to do is give you a chance to strut your gamesplaying stuff *and* lend a hand to all **N64** Magazine's other readers in the process.

If we decide your efforts are good enough the rewards are outstanding. Or, at least, warm. Send us something we like and we'll return the complement with a heaving great **N64** Magazine jacket which, we've been told by local homeboy James, are "wicked". Get writing!

### The rules

- Your guide wants to consist of about 2000 words of expert advice on a game you've played until you're blue in the face.
- Rather than trying to cover the whole game, follow the example of 'Help Wanted' features we've run so far and focus on one aspect of the game. (Lional and Tom have concentrated here on the battle modes in *DKR* for example.)
- It's detailed briefing that's the most important thing, so don't worry too much about pictures or presentation. Wil and Paul'll do all that.

Please send your contribution to:
**Help Wanted, N64 Magazine,
30 Monmouth Street, Bath BA1 2BW.**

Remember to include [1] your name, [2] your address and [3] the size of the **N64** Magazine jacket (S, M or L) you'd like if your guide is published.

Oh, and you'll probably stand a better chance of getting published if you go for something a bit 'different' – maybe not a multiplayer guide, for a change, and a less-obvious game.

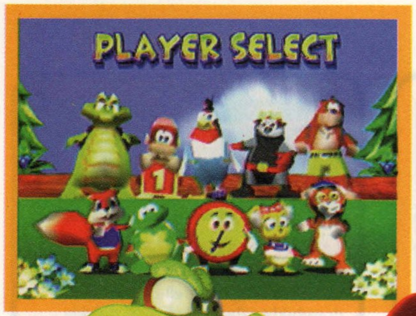
# HOW TO... beat everyone at the battle modes in DIDDY KONG RACING

**by N64 Magazine readers, Lionel Laurent and Tom Chase.**

**The four battle modes in *DKR*, then. Unloved by us but adored by a whole band of N64 readers, all of them quite convinced that *DKR* beats *Mario Kart 64* hands-down. We're not going to change our minds but don't mind admitting we've been shown a thing or two with these tips.**



## CHOOSING YOUR CHARACTER




**Before you can start battling, you must find a character that suits your needs. Heavier characters are good at Icicle Pyramid but not at Smokey Castle. Collecting battles suit speedier characters, whereas last-man-standing battles suit characters with close control.**



### KRUNCH

*He takes the longest of all the characters to get going and his handling's not brilliant – he turns slowly and his vehicles take an age to respond. He's slightly better on battle modes but generally not very good.*

### DIDDY

*This little monkey's perfect for the beginner because he's good at everything. Great acceleration, goodish top speed and fine handling. He's also good at brake turning, making him particularly suitable for Icicle Pyramid battles.*

### BUMPER

*Bumper might be a little slow responding to the Analogue but he has good turning once you're used to the pause, which makes him a good choice in plane or hovercraft. More of a battler than a racer.*

### CONKER

*The character of choice. Great acceleration, easy to control and capable of amazing turns. Conker's plane is perhaps his only weak point.*

### BANJO

*Good top speed with fair acceleration. A bit heavy though, and best used for the last-man-standing battles.*



### TIPTUP

*Great acceleration and speed but handling can be a bit too quick for his own good. Often squeezed out in close-fought battles.*

### PIPSY

*Certainly the best speed and acceleration but requires a master to cope with her lightning-quick handling.*

### TIMBER

*A good compromise between robust weight and acceptable top speed, Timber is a great choice for battle games.*

### TT

**• Accessed by beating all TT's ghost times**

*TT is definitely fast but not really suitable for battle games.*

### DRUMSTICK

**• Accessed by beating Wizpig for the first time and then running over the crested frog jumping around the pond in Adventure Island**

*Drumstick is certainly no racer, but his sheer weight can make him a force in battle games.*

GO! GO!

## GETTING THE KEYS

**You should really have found all the battle keys by now, but if you haven't here are their locations.**



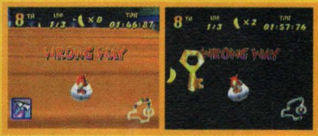
**FIRE MOUNTAIN BATTLE KEY**
**Course:** Ancient Lake
**Location:** On a little ramp to the right of the first bend. Are you blind?



**ICICLE PYRAMID BATTLE KEY**
**Course:** Snowball Valley
**Location:** Bear sharply right, just after the race start, to find a little hidden niche.



**DARKWATER BEACH BATTLE KEY**
**Course:** Crescent Island
**Location:** Take the left split at the first fork and head out to sea. The key is hidden on the seaward side of one of the stone pillars.



**SMOKEY CASTLE BATTLE KEY**
**Course:** Boulder Canyon
**Location:** Ring the bell by the drawbridge (hop) and then quickly turn around and race up the rising drawbridge. If you use a speed-up and hop at the end, you'll land on a little ledge containing the final battle mode key.

## FIRE MOUNTAIN




***Objective:*** *To collect and hatch three eggs.*
***Basic Play:*** *The idea in Fire Mountain is to swoop down from your nest towards the central lava pit and pick up a dinosaur egg. You must then return to your nest and drop off the egg which will take a few moments to hatch. Repeating the process, to hatch three eggs in your nest before anyone else, will see you winning the game.*



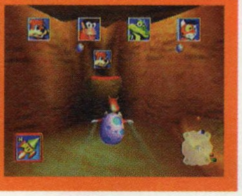


### Super Start

Take off and grab the red balloon in front of you. Now dive low to reach the egg pit, grab another red balloon (to give yourself a homing missile) and turn sharply to return to your nest.







### Dropping Eggs

For best performance against CPU opposition, you ought to perfect dropping your eggs accurately from speed and height. The quicker you can turn, drop and run for the next egg, the better your chances of winning. Landing on your nest to deposit your egg must only be for beginners.



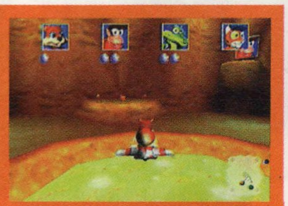


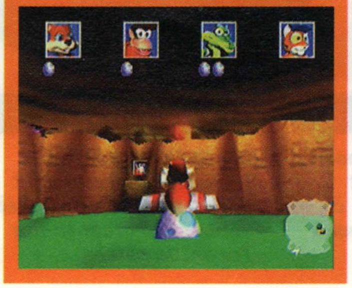
### Guarding

In multiplayer games, it can often be a good tactic to remain with your egg until it has hatched. Hatched eggs cannot be stolen and as long as you have collected a homing missile, you can defend your nest from raiders.

### Thief!

If there are no more eggs available in the lava pit, you'll have to steal an unhatched one from another player's nest. The picture on the side of your screen shows the status of your opposition's nests – flashing eggs are up for kidnap but non-flashing ones aren't. Choose your target and use the same pick-up technique you use for the lava pit.





### Reload

An all-out offensive policy is not generally a good idea – you need to collect eggs to win the game after all. However, it is worth making small detours to keep a Homing Missile handy and shooting any of your opponents whenever you get an open opportunity.

### Look out!

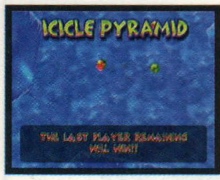
Keep an eye-out for players who've landed their third and final egg – if you're quick you should have enough time to race over and steal it before it hatches.



### Artful dodger

Barrel rolling left and right can help you to dodge missiles, once you've heard the warning note of one being fired.

# ICICLE PYRAMID




***Objective:** To be the last person left alive.*
***Basic Play:** Each player starts with eight bananas. The aim of the game is to pluck other players' bananas by shooting them with missiles or laying mines. Each hit will cause a player to drop two bananas at a time, meaning, effectively, that each player must be hit four times to put them out of the game. There is no way to recover lost bananas.*

### Bloodlust!
There's only one kind of power-up to go for here – the missile. The homing variety is infinitely preferable to the unguided, even if it means a detour. The lower level of the pyramid allows easy collection of a homing missile from the two red balloons close to one another.



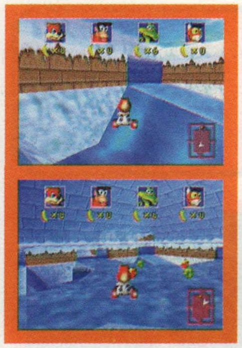


### Scary


The lower floor tends to accumulate ricocheting missiles. If you need to go out in the open here, collect a shield balloon from the niche in the lowest corridor before venturing out.

### Radar


Always use this for sneaky surprise attacks. Get a homing missile and drop down to the lower corridors and find the shield niche. Wait here behind the corner until someone approaches, face the way they're coming and when they arrive… BLAM!

### Trail


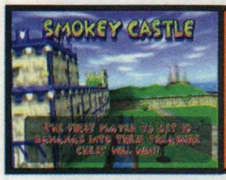
If someone's chasing you, change floors fast. The easiest way to do this is to climb to the top of the arena and drop down quickly through the middle. You can land in virtually any area you like and this makes the job of following you very difficult indeed.

### Hide
If there's a big scrap going on, think first before joining in. If you're low on bananas don't get involved – remember the game's winner is the last player left standing, not the one with the most valiant fighting record.





# SMOKEY CASTLE




***Objective:** To be the first to get 10 bananas into your treasure chest.*
***Basic Play:** Players must leave the castle and drive into the moat area. Here they must pick up to two bananas at a time (by running over them), before returning to the castle, climbing the appropriate ramp and depositing them into their treasure chest. Shooting other players will cause them to drop their bananas.*



### Colour


Be sure to memorise the colour of your chest. This way you'll be able to head for the correct ramp when you come back into the castle, and save time getting to your treasure chest.

### Splashdown


If you're unlucky enough to get pushed in the moat, take a good look around before moving off – often the grassy ramp leading out is only a few yards away from where you fell in.

### Single
Take the same trip each time for your bananas. The best one is out across the bridge and then back in through the side entrance.



### Miner


Lay mines behind balloons to disguise their presence. Be warned though, you'll need a good memory to use this tactic.

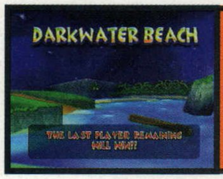
### Central
One good tactic against human opposition is to stay in the courtyard of the castle and blow up other players returning from their banana-harvesting. They'll drop their bananas leaving you the opportunity to nip in, collect them and rush off to your treasure chest before they can recover.

### Last ditch

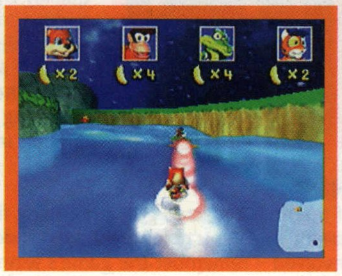

If someone's about to deposit their final pair of bananas, quickly zoom along to their chest and try to missile them before they get their 'nanas in.

GO! GO!

# DARKWATER BEACH




*Objective:* To be the last person left alive.
*Basic Play:* Same as Icicle Pyramid. Except on water.



### Replay
Most of the general tips from Icicle Pyramid apply here – it's the same game just on water.

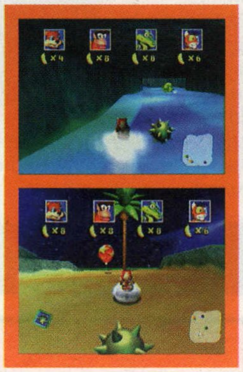


### Super Start
Zoom forward to grab the first two red balloons and then continue around until you reach a long beach with palm trees.

### Sting
This area is a super sniper zone – you can see everything that's going on in the arena and there are always red balloons nearby.



### Miner
While mines aren't much cop out in the open, a good place to lay them is underneath the island arches and on top of the islands themselves. These places tend to be narrow (making avoiding action difficult) and mines can only be seen once you're right on top of them.





### Here's Hopping
Frantic hopping can increase your top speed and, on occasions allow you to avoid incoming missiles.



# Codes

**Those magic codes one more time. Type them in at the magic codes screen.**

**OFFROAD**
*Four-wheel-drive karts*

**BOGUSBANANAS**
*Bananas power-down vehicles*

**VITAMIN B**
*Bananas regenerate*

**BLABBERMOUTH**
*Horn plays voice sample*

**JOINTVENTURE**
*Play Adventure Mode in two-player*

**BODYARMOUR**
*All balloons are yellow*

**OPPOSITESATTRACT**
*All balloons are magnets*

**TOXICOFFENDER**
*All balloons are green*

**BOMBSAWAY**
*All balloons are red*

**ROCKETFUEL**
*All balloons are blue*

**BYEBYEBALLOONS**
*All weapons disabled for computer*

**NOYELLOWSTUFF**
*Bananas do nothing*

**ZAPTHEZIPPERS**
*Zippers disappear*

**TIMETOLOSE**
*CPU intelligence increased*

**FREEFORALL**
*All balloons give level three items*

**FREEFRUIT**
*Start with 10 bananas*

**JUKEBOX**
*Go to Audio Options to access music test*

**ARNOLD**
*Big characters*

**TEENYWEENIES**
*Tiny characters*

**DOUBLEVISION**
*Multiple characters*

**WHODIDTHIS**
*View credits*


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Issue 66 • March
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# TIPS EXTRA

**Having celebrated its fifth consecutive year at Christmas number one, we dug deep to get some new codes for the latest edition to the *FIFA* series.**

## FIFA '98: Road to the World Cup








**All these cheats are activated very simply. Just go to the Player Edit screen, select the relevant team and enter the password in capital letters. You'll know the cheat has worked because the footballers will start to jump up and down.**

### Disappearing stadium
To get rid of the stadium and up the animation frame rate considerably enter the word 'CATCH22'.

### Australia Mode
One for our antipodean cousins this. To turn the screen upside down, select the Australian team and type 'NWODEDISPU' as the player's name.

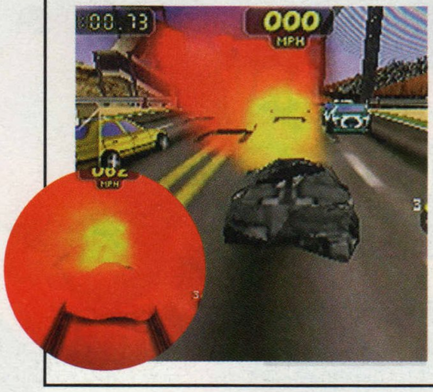
### Pencil and Paper
This code lets you ditch all the graphical expertise that's gone into *FIFA '98,* changing the visuals to a plain pencil and paper format of line drawings. Pick out the Canadian team and enter 'MARC' as the player's name.

### Tiny Players
To reduce the team to mere midgets, skipping about the field trying to summon the strength to kick the ball, select the Vancouver team and enter 'KERRY'.

### Ghosts
Select the Slovakian team and enter 'LASKO' as your team name to experience a more spiritual game.

## San Francisco Rush

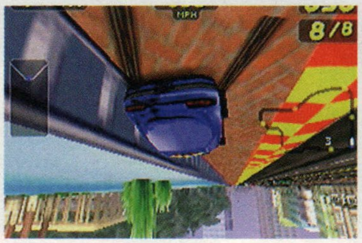
### Burning Car
Bored of the old cars? Fancy something a little hotter? Simply go to the car selection screen, hold down Top-C and press Z four times and there you go.



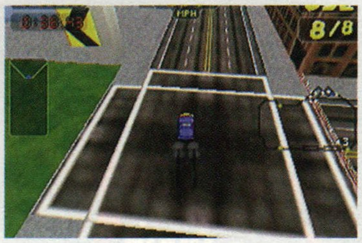




### Take the wheel of a Formula One car
First you have to beat all of the 24 courses in the circuit mode (making sure that you finish first or second overall). Then go to the track select screen and press Z four times. On hearing a car horn the F1 should now be available at the next screen. To turn off the cheat simply press Z four times again.




### Upside down antics
Here's one for you. A real corker and a perfect complement to *San Francisco Rush*'s kooky humour. To turn the screen upside down, go to the set-up screen and press Up, Right, Down, Left, Down, Right, Up, Left. Pointless in the most accurate sense of the word, difficult to play (the controls are backwards, see?) but a lot of fun nevertheless.




### Variable viewing distance
To give the game a distinctly lovely *Micro Machines* feel (though not, unfortunately, with Codemasters' extra sensitive handling), hold the right shoulder button and move the analogue stick up and down. This changes the viewing distance from right up close to your backside (by default, anyway) to bloomin' miles away. Quality tippage, that.

# READERS' TOP TEN TIPS

You readers certainly know your stuff. Barging your way into our lives every month, you bombard us with the finest quality tippage an N64 owner could ask for. And, in return, we reward you amply with the sleek loveliness of a MakoPad Pro from Interact (01202 8620265) and one of our much-sought-after **N64** badges. Frankly, looking at this little lot, it would appear you're going to have to work even harder to better what is looking like a bit of a winning month. But, far be it from us to discourage you. So, get playing, find those secrets, glitches, extras, whatever, and send the details into us. James'll quite happily sort them all out...




**1. GoldenEye 007**
Want to a acquire a Clearance A Keycard on the Facility mission, on any difficulty level? Four minutes in, the lone scientist in the lab nearest the bottling room will sense a call of nature and head off to the facility's lavatory to relieve himself – a journey that takes approximately one minute. If you can't afford to intercept and liquidate him, follow the boffin into the empty cubicle adjacent to your entry point and threaten him until he raises his arms and drops the card.

Clearance A allows you to open all security doors, including those that would normally require the use of remote consoles. Sadly, the time restraints won't help you with that Invincibility cheat: I suspect this was included to help players who are truly stuck.

I was so impressed with Rare's finest title – and so disappointed by the quality of the unofficial guide books found in most game stores – that I've been compiling an enormous *GoldenEye* FAQ to be given away free over the Internet very shortly. This is just a sample, so if anybody wishes to contribute tactics, tricks, glitches and verified tips they haven't seen mentioned elsewhere, could they send them to me c/o **N64** Magazine?
**Zy Nicholson, Bath**



**2. FIFA '98: Road to the World Cup**
If you are being beaten in an important match, pause the game and switch the controller so you're now playing as the other team. Score loads of own goals then, just before the final whistle, change controller.
**David Woodison, Ayrshire**

**3. Yoshi's Story**
There is in fact (drum roll please) a seventh Yoshi! On the second world (page), first level, you must first get to the second area via the pot. Inside these catacombs you must negotiate around until you plummet to the lower part where you will find a cavern with various platforms, each with hidden melons.

On the floor you have a couple of Tulips (rocket flowers), if you use the Tulip towards the left hand side, just before the level starts to ascend again, and go straight up you will discover a small opening, just above a platform. You must land in here (press B to cancel the egg then hold A to hover) and shoot the bubble with the question mark in it. This will drop an egg (white with black spots) which you must complete the level with. Now when you select a Yoshi you play with a Black Yoshi!
**Neil Kenny, Crewe**

**4. Diddy Kong Racing**
When flying the plane, hold down on the analogue stick, double tap the R shoulder button to perform the loop and then release the accelerator just before the loop finishes and you'll get a green turbo boost.
**Alex Hinchcliffe, Bolton**

**5. San Francisco Rush**
To play the seventh track in the SFR Alcatraz, from the coin op SFR 2, you must beat the circuit mode on hard, coming first in each race after obtaining all the keys on each level.
**Tommy Earl, Newcastle**

**6. F1 Pole Position 64**
When qualifying for a race you don't have to complete all ten laps to qualify in pole position. Simply do two laps, making sure you beat the record, then retire and you will start in first place.
**Anthony Martin, Andover**







**7. GoldenEye 007**
Throw a grenade into a fire to increase the range of the explosion.
**James Edwards, Runcorn**

**8. Duke Nukem 64**
Fall through the air vent as usual, kill the two aliens then head towards the crushed car. Jump on the crate next to it then jump on the small slope (it'll take a bit of practice) and then jump onto the ledge with the Guilty sign on it where you'll see a Grenade Launcher. If you jump into a window there'll be some grenades. Go through the room and jump out of the other window where you'll find a dose of atomic health.
**Anthony Gill, Wolverhampton**

**9. Top Gear Rally**
On the main menu hold L, R and Down and press Top-C, Right-C, Right-C, Bottom-C, Left-C, Right-C, Bottom-C, Left-C, and Top-C to get all cars and all tracks.
**Tom Ellingham, Wallington**

**10. Killer Instinct Gold**
When selecting your fighter press Down and medium punch or medium kick for faster gameplay. For even faster gameplay press Down and fierce punch or kick. Try Up, fierce punch, medium kick then quick punch. Enjoy.
**Rich Sampson, London**





## YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us straight away! Each month we'll pick the ten finest and if yours makes it in we'll send you a much sought after **N64** pin badge. If your tip is our very favourite you'll get something extra special.

## HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ..........

Address ..........

..........

..........

..........

..........

Post code ..........

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

GO! GO!

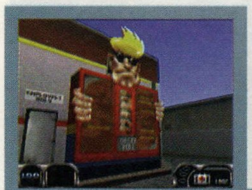
# You're through to... THE NINTENDO

**If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.**

**This month we've been unlocking those last few elusive secrets on *Yoshi's Story*, although I'm afraid you'll have to wait a tad longer for a guide! When we first saw the game we were impressed by the whole image, but a bit concerned as to the longevity of the gameplay. Belay those fears *right now*, for after extensive playing (all in the name of research, y'know) we have magnanimously decided that *Yoshi's Story* is a corker!**

Let's just hope that it doesn't take too long to get that PAL release.

In the meantime, here are some handy hints to hone those gaming skills to perfection. This month we've concentrated on *Duke Nukem*, so break out those heavy weapons and prepare to mutilate alien filth! (Huhh, huh, huhh.)







## DUKE NUKEM 64

**DIRECTIONS TO THE SECRET LEVEL, DUKE-BURGER**
**Entrance from level 2, Gun Crazy**

Go through the Red Access Card Lock, into the office to the right, and into the vent above the desk. Follow the path to exit the vent, then follow the pathway and press the switch on the wall to open the bay doors.

Stand on the crate closest to the bay doors, then jump forward onto the tall concrete platform. Follow the pathway and you will see a small box on the ground. Jump on the box to open the wall back towards the concrete platform. Inside the alcove is a green exit button. Press it to enter Level 8, Duke-Burger.

**DIRECTIONS TO THE SECRET LEVEL, LUNATIC FRINGE**
**Entrance from level 16, Dark Side**

Once inside the spaceship you will see a crack on the left wall. Use the Grenade Launcher to destroy the crack and make a hole in the wall. Jump into the hole in the wall to find a Secret Place with a babe, explosive shells and a secret exit to Level 19, Lunatic Fringe.

**DIRECTIONS TO THE SECRET LEVEL, AREA 51**
**Entrance from level 24, Movie Set**









After unlocking the Red Access Card Lock Door, turn around so the door is behind you, then go forward and exit through the door on the left wall.

Go left, along the wall, to the door with "Stage 17c" above it. Go forward into the door (it is already opened), turn right and go right to the wall, then turn left and go forward into the room. In the middle of the room, on the right hand side, is a green backdrop with a bluish-pink coloured screen. There is a bloody hand print below it which can be activated (A button) to open a panel on the left wall.

Turn left and go forward into the alcove that appears. Follow the wooden hallway to the end into the black area, then turn left and go forward into the grey coloured area. Turn left and go forward into the huge green and grey coloured door. Stand in front of the door and activate



it (A button) to open it, then go forward into the room. On the opposite side of the room, from where you enter, is the green exit button that takes you to Area 51.

**DIRECTIONS TO THE SECRET LEVEL, FREEWAY**
**Entrance from level 27, Hotel Hell**

In the room with the huge swimming pool, get into the water on the right, next to the right wall, and go forward to the small waterfall on the right.

Jump up onto the small water covered ledge, then press forward to go through the waterfall, and you will teleport into a new area.

Go forward to the palm tree and turn to the right to see some green bushes. Walk forward past the bushes (between the wall and the bushes) to find the green exit button. Activate it (A button) to go to Freeway.



☎ (01703) 652222

# HOTLINE

## WHAT IS THE NINTENDO HOTLINE?

**We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.**

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

**Now also available!**
**We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours.** The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

## TOP GEAR RALLY




This code turns the game into the sort of psychedelic experience that mothers warn you about. This may cause dizzy spells (but hey, what doesn't, man?). Whilst playing the game, press Bottom-C, Z, B, Up, Up, Right.

## TETRISPHERE




**New Game Mode**
This code allows you to play an extra game similar to Rescue. You will receive instructions on exactly how things work as soon as you choose the option.

Select "Single" on the main menu. Choose "New Name" then enter your name as "LINES". You will see the new game appear under the "Vs. CPU" option.

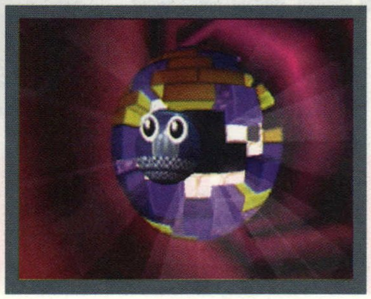
**Additional Music Selections**
This code will give you additional music selections under the Audio option.

Select "Single" on the main menu. Choose "New Name", then press the L button, Bottom-C and Right-C simultaneously. A new set of characters will appear. Enter your name as "G(Alien Head)MEBOY"

*Note: The "Alien Head" symbol replaces the letter "A" in GAMEBOY.*

**Level Select**
You can select any level at all that you want to start on in Rescue, Hide and Seek, and Puzzle modes.



Select "Single" on the main menu. Choose "New Name", then press the Left shoulder button, Bottom-C and Right-C simultaneously. A new set of characters will appear. Enter your name as a "Planet, UFO, Rocket, Heart, Skull".

*Note: This code is all symbols. No letters.*

**See End Credits**
This code allows you to see the end credits of the game.

Select "Single" on the main menu. Choose "New Name", then enter your name as "CREDITS".




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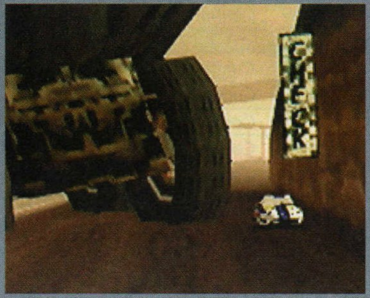
**"Hey, I'm abreast with I'm The Best!" said Jes, stumbling into the N64 office with an armful of your times. So, we shot him...**

**Nah, of course we didn't. We just kicked him a bit.**

This month has been even more furiously busy than ever. With *GoldenEye* and *DKR* winding their way into a multitude of British homes (plus a few European ones too, by the looks of things), a Rare-heavy post-Chrimbo boooom was on the cards. But, like that advert, we never expected this. Last month's Score To Beat, it would seem, has invoked some concentrated play and the full results can be seen in our *GoldenEye* special, starting in the next issue. But, for now, feast your eyes on all the usual high-stamina performances and those all-new *Diddy Kong Racing* times...

## Star Performance

Disappointingly, we haven't had much of a response regarding Boss' whip-cracking *Top Gear Rally*. However, we have had one crucial piece of I'm The Besting in the form of Dan Williams from Coventry's photographs of the fifth, secret track. Received a couple of months back, they're a bit blurry and the screen's dominated by (tsch) flash but, most importantly, it's not the outro – it's definitely the track! So, we've sent Dan some N64 tat, but want some more *TGR* stuff from all you quality gamers out there. Oh, go on. Please. Times, more about the secret track – we NEED it.



## NEW HIGH SCORE!



**WIN A CONTROLLER!**

**Yes! In response to the enormous amount of interest in chimp-fest *DKR*, we've decided to open the floodgates and set a tricky first challenge. So – for this month only! – we want you to achieve a time of under 50 seconds on Ancient Lake (that's in Dino Domain, squire). We've had times this month that scrape near it but none that have surpassed it. What we need, in return for Interact's (01204 862026) excellent Sharkpad Pro, is a photo of the final time screen or a video of the whole race *and* time screen. The fastest time wins but, in the event of a tie, whoever has our favourite character clinches it. Upwards and onwards.**




**THIS MONTH'S SCORE TO BEAT**
*Diddy Kong Racing* Ancient Lake in less than 50"

## SUPER MARIO 64

### (PAL)

**Foot Race With Koopa the Quick**

| | | | |
|---|---|---|---|
| 1 | 0'08"3 | Confirmed | *John McCormick, Fife* |
| 2 | 0'09"1 | Confirmed | *Danny Dunn, Lincolnshire* |
| 3 | 0'12"3 | Confirmed | *Owain Brimfield, Peel* |
| 4 | 0'12"7 | Confirmed | *Calum O' Hanlon, London* |
| 5 | 0'13"1 | Confirmed | *James Adams, Bury* |
| 6 | 0'13"8 | Confirmed | *Barry Gannon, Caithness* |
| 7 | 0'16"0 | Confirmed | *Richard Savage, Berkshire* |
| 8 | 0'16"7 | Confirmed | *Matthew South, Sheffield* |
| 9 | 0'16"8 | Confirmed | *Stelios Giamerolos, Greece* |
| 10 | 0'17"2 | Confirmed | *Andrew Densley, Bath* |

**Peach Slide**

| | | | |
|---|---|---|---|
| 1 | 0'12"7 | Confirmed | *Stelios Giamerolos, Greece* |
| 2 | 0'13"0 | Confirmed | *Trev Henderson, Harrogate* |
| 3 | 0'13"0 | Confirmed | *Marc bennett, Newcastle* |
| 4 | 0'13"0 | Confirmed | *Danny Dunn, Lincolnshire* |
| 5 | 0'13"1 | Confirmed | *Zahir Ishani, Surrey* |
| 6 | 0'13"2 | Confirmed | *Dave Parsons* |
| 7 | 0'13"2 | Confirmed | *Stelios Giamerolos, Greece* |
| 8 | 0'13"2 | Confirmed | *Calum O' Hanlon, London* |
| 9 | 0'13"3 | Confirmed | *Andrew Mills, Londonderry* |
| 10 | 0'13"3 | Confirmed | *Ed Quinn, Manchester* |

### (AMERICAN/JAPANESE)

**Foot Race With Koopa the Quick**

| | | | |
|---|---|---|---|
| 1 | 0'17"4 | Confirmed | *G. Eagleton, Huddersfield* |
| 2 | 0'17"6 | Confirmed | *GK, Darlington* |
| 3 | 0'18"3 | Confirmed | *P. Dimba, Tonbridge* |
| 4 | 0'19"7 | Confirmed | *Nigel Butterfield, Manchester* |
| 5 | 0'27"5 | Confirmed | *Richard Durkin, Newcastle* |

**Peach Slide**

| | | | |
|---|---|---|---|
| 1 | 0'13"2 | Confirmed | *James Adams, Bury* |
| 2 | 0'13"3 | Confirmed | *P. Dimba, Tonbridge* |
| 3 | 0'16"0 | Confirmed | *Ciaran Haren, Belfast* |
| 4 | 0'17"0 | Confirmed | *Jeremy Lock, Poole* |
| 5 | 0'17"9 | Confirmed | *O. Gunstan, Trowbridge* |

## WAVE RACE 64

### (PAL)

**Sunny Beach**

| | | | |
|---|---|---|---|
| 1 | 1'14"753 | Confirmed | *Thomas McAlinden, Lurgan* |
| 2 | 1'14"830 | Confirmed | *Tatu Luostarinen, Finland* |
| 3 | 1'14"916 | Confirmed | *J. Richardson, Stoke-on-Trent* |
| 4 | 1'15"149 | Confirmed | *G. Gibson, Rickmansworth* |
| 5 | 1'15"449 | Confirmed | *A. Keersmaehers, Belgium* |

**Stunt Mode, Dolphin Park (Any version)**

| | | | |
|---|---|---|---|
| 1 | 41132 | Confirmed | *Norman Obaseki, Leeds* |
| 2 | 40730 | Confirmed | *Steven Zwartjes, Holland* |
| 3 | 40490 | Confirmed | *Stelios Giamerelos, Greece* |
| 4 | 38540 | Confirmed | *Patrick Laakso, Sweden* |
| 5 | 35016 | Confirmed | *Nicky Stanford, N. Ireland* |

**Glacier Coast - Time Trial**

| | | | |
|---|---|---|---|
| 1 | 1'40"729 | Confirmed | *J. Baggerman, The Netherlands* |
| 2 | 1'41"08 | Confirmed | *Trevor Scannell, Barking* |
| 3 | 1'42"082 | Confirmed | *Jonathan Corrin, Cumbria* |
| 4 | 1'42"910 | Confirmed | *Dontendo 64, Ayrshire* |
| 5 | 1'42"924 | Confirmed | *Stuart Richards, Surrey* |

**Glacier Coast - Stunt Mode**

| | | | |
|---|---|---|---|
| 1 | 61767 | Confirmed | *Norman Obeseki, Leeds* |
| 2 | 60120 | Confirmed | *Steven Zwartjes, Holland* |
| 3 | 54270 | Confirmed | *Patrick Laakso, Sweden* |
| 4 | 52165 | Confirmed | *Jonathan King, Dorchester* |
| 5 | 51864 | Confirmed | *Stelios Giamerelos, Greece* |

### (AMERICAN/JAPANESE)

**Time Trial Sunny Beach**

| | | | |
|---|---|---|---|
| 1 | 1'02"694 | Confirmed | *Chris Murphy, Manchester* |
| 2 | 1'03"755 | Confirmed | *William Lam, Bristol* |
| 3 | 1'04"726 | Confirmed | *Dilpesh Varsani, London* |
| 4 | 1'05"478 | Confirmed | *GK, Darlington* |
| 5 | 1'05"820 | Confirmed | *Carl Waters, Telford* |

GO! GO!

# MARIO KART 64

## (PAL)

| Luigi Circuit | | | |
|---|---|---|---|
| 1 | 1'33"67 | Confirmed | *Graham Francis, Cronleigh* |
| 2 | 1'41"14 | Confirmed | *Arthur Van Dalen, Holland* |
| 3 | 1'41"31 | Confirmed | *Stephen Ball, Macclesfield* |
| 4 | 1'41"41 | Confirmed | *S. Rogers, Weston-Super-Mare* |
| 5 | 1'42"31 | Confirmed | *J. Carr, Weston-Super-Mare* |
| **Royal Raceway** | | | |
| 1 | 1'50"09 | Confirmed | *Arthur Van Dalen, Holland* |
| 2 | 2'08"14 | Confirmed | *Steven Zwartjes, Holland* |
| 3 | 2'08"96 | Confirmed | *Rob Pierce, Salisbury* |
| 4 | 2'09"33 | Confirmed | *Danny Dunn, Lincolnshire* |
| 5 | 2'09"59 | Confirmed | *Damon Osborne, Ipswich* |
| **Koopa Troopa Beach** | | | |
| 1 | 1'25"24 | Confirmed | *Arthur Van Dalen, Holland* |
| 2 | 1'34"37 | Confirmed | *Sam York, Bristol* |
| 3 | 1'37"01 | Confirmed | *Thomas Foster, Derby* |
| 4 | 1'38"31 | Confirmed | *Steve Ridley, Ramsgate* |
| 5 | 1'39"08 | Confirmed | *Stelios Giamerelos, Greece* |

| Frappe Snowland | | | |
|---|---|---|---|
| 1 | 00'27"45 | Confirmed | *Alan Pierce, Salisbury* |
| 2 | 00'27"72 | Confirmed | *Rob Pierce, Salisbury* |
| 3 | 00'29"90 | Confirmed | *Danny Dunn, Lincolnshire* |
| 4 | 00'30"03 | Confirmed | *Colin Higgins,Surrey* |
| 5 | 00'30"26 | Confirmed | *T. Earl, Newcastle upon Tyne* |
| **Bowser's Castle** | | | |
| 1 | 1'57"90 | Confirmed | *Arthur Van Dalen, Holland* |
| 2 | 2'18"62 | Confirmed | *Gary Peters, Devon* |
| 3 | 2'18"74 | Confirmed | *Steven Zwartjes, Holland* |
| 4 | 2'18"75 | Confirmed | *Thomas Foster, Derby* |
| 5 | 2'18"77 | Confirmed | *Rob Pierce, Salisbury* |
| **Banshee Boardwalk** | | | |
| 1 | 1'49"02 | Confirmed | *Arthur Van Dalen, Holland* |
| 2 | 2'09"19 | Confirmed | *Gary Thomson, Bonnyrigg* |
| 3 | 2'09"56 | Confirmed | *Stuart Hayward, Swindon* |
| 4 | 2'09"78 | Confirmed | *Rob Pierce, Salisbury* |
| 5 | 2'10"50 | Confirmed | *Orestis Giamerelos* |

## (AMERICAN/JAPANESE)

| Luigi Circuit | | | |
|---|---|---|---|
| 1 | 1'27"66 | Confirmed | *George Papapetrou, London* |
| 2 | 1'31"30 | Confirmed | *Tatu Luostarinen, Finland* |
| 3 | 1'40"23 | Confirmed | *Marc Duport, Guernsey* |
| 4 | 1'42"76 | Confirmed | *Steven Dyson, Poulton le Fylde* |
| 5 | 1'42"92 | Confirmed | *Mike Davis, Dundee* |
| **Mario Circuit** | | | |
| 1 | 0'54"01 | Confirmed | *Tatu Luostarinen, Finland* |
| 2 | 0'54"32 | Confirmed | *Andrew Mills, Londonderry* |
| 3 | 0'54"46 | Confirmed | *George Papapetrou, London* |
| 4 | 0'54"58 | Confirmed | *Marc Dupont, Guernsey* |
| 5 | 0'54"64 | Confirmed | *Steven Dyson, Poulton le Fylde* |
| **Royal Raceway** | | | |
| 1 | 1'46"68 | Confirmed | *Andrew Mills, Londonderry* |
| 2 | 1'48"28 | Confirmed | *George Papapetrou, London* |
| 3 | 1'48"73 | Confirmed | *Tatu Luostarinen, Finland* |
| 4 | 1'49"63 | Confirmed | *Steven Dyson, Poulton le Fylde* |
| 5 | 1'50"14 | Confirmed | *Marc Dupont, Guernsey* |

# STARFOX

## (ANY VERSION)

| | | | |
|---|---|---|---|
| 1 | 243 | Confirmed | *Stuart Richards, Surrey* |
| 2 | 235 | Confirmed | *Allen Evangelista, Middlesex* |
| 3 | 234 | Confirmed | *Adrian Stead, Hull* |
| 4 | 231 | Confirmed | *Jon Davies, Wallingford* |
| 5 | 230 | Confirmed | *Sean Fitzgerald, Maidenhead* |
| 6 | 229 | Confirmed | *Tom Wedley, Buckingham* |
| 7 | 228 | Confirmed | *Trevor Capell, Northampton* |
| 8 | 227 | Confirmed | *Ter Elst Kenzo, Belgium* |
| 9 | 226 | Confirmed | *P. Dimba, Tonbridge* |
| 10 | 225 | Confirmed | *Tatu Luostarinen, Finland* |
| **Total Hits** | | | |
| 1 | 2114 | Confirmed | *Jon Davies, Wallingford* |
| 2 | 1940 | Confirmed | *Stuart Richards, Surrey* |
| 3 | 1872 | Confirmed | *Tom Wedley, Buckingham* |
| 4 | 1834 | Confirmed | *Sami Somero, Finland* |
| 5 | 1832 | Confirmed | *S. P. Richards, Dorking* |
| 6 | 1826 | Confirmed | *Tatu Luostarinen, Finland* |
| 7 | 1815 | Confirmed | *Trevor Capell, Northampton* |
| 8 | 1745 | Confirmed | *Michael Lai, Liverpool* |
| 9 | 1736 | Confirmed | *Iain Gray, Scotland* |
| 10 | 1729 | Confirmed | *Seth Eagles, Gwynedd* |

# TUROK

## (PAL)

| Time Challenge Mode | | | |
|---|---|---|---|
| 1 | 1'23" | Confirmed | *Stuart Richards, Dorking* |
| 2 | 2'28" | Confirmed | *S. P. Richards, Dorking* |
| 3 | 2'32" | Confirmed | *Wayne Starkey, Harpenden* |
| 4 | 2'37" | Confirmed | *Matthew Griffiths, Colchester* |
| 5 | 2'39" | Confirmed | *Andrew Mills, Londonderry* |
| 6 | 2'40" | Confirmed | *Martin Sturrock, Goostrey* |
| 7 | 2'44" | Confirmed | *Paul Taylor, Poynton* |
| 8 | 2'46" | Confirmed | *Jamil Yahyaoui, Belfast* |
| 9 | 2'48" | Confirmed | *Scott Brown, Stocksfield* |
| 10 | 2'50" | Confirmed | *Karen Callow, Winton* |

# DIDDY KONG RACING

## (PAL)

| Ancient Lake | | | |
|---|---|---|---|
| 1 | 0'48"90 | Confirmed | *Reuben Crew, Anglesey* |
| 2 | 0'50"10 | Confirmed | *Rob Pierce, Salisbury* |
| 3 | 0'50"60 | Confirmed | *David Murdoch, Dundee* |
| 4 | 0'50"83 | Confirmed | *Stuart Richards, Surrey* |
| 5 | 0'50"90 | Confirmed | *Justin Beamer, Lancaster* |
| **Fossil Canyon** | | | |
| 1 | 1'18"30 | Confirmed | *Stuart Richards, Surrey* |
| 2 | 1'18"75 | Confirmed | *David Murdoch, Dundee* |
| 3 | 1'19"46 | Confirmed | *Philip Strong, Leeds* |
| 4 | 1'21"13 | Confirmed | *Rob Pierce, Salisbury* |
| 5 | 1'21"41 | Confirmed | *Robert Griffiths, W. Yorks* |
| **Hot Top Volcano** | | | |
| 1 | 1'19"31 | Confirmed | *Robert Griffiths, W. Yorks* |
| 2 | 1'20"21 | Confirmed | *Andrew Mills, Londonderry* |
| 3 | 1'20"35 | Confirmed | *Philip Strong, Leeds* |
| 4 | 1'21"05 | Confirmed | *Stuart Richards, Surrey* |
| 5 | 1'21"41 | Confirmed | *Ian Gore, Somerset* |
| **Jungle Falls** | | | |
| 1 | 0'52"33 | Confirmed | *Rob Pierce, Salisbury* |
| 2 | 0'52"86 | Confirmed | *Philip Strong, Leeds* |
| 3 | 0'53"53 | Confirmed | *David Murdoch, Dundee* |
| 4 | 0'53"55 | Confirmed | *Stuart Richards, Surrey* |
| 5 | 0'54"03 | Confirmed | *Ian Gore, Somerset* |

| Walrus Cove | | | |
|---|---|---|---|
| 1 | 1'49"40 | Confirmed | *Stuart Richards, Surrey* |
| 2 | 1'53"03 | Confirmed | *Ian Gore, Somerset* |
| 3 | 1'55"86 | Confirmed | *Robert Griffiths, W. Yorks* |
| 4 | 1'58"86 | Confirmed | *David Murdoch, Dundee* |
| 5 | 2'01"60 | Confirmed | *Andrew Mills, Londonderry* |
| **Crescent Island** | | | |
| 1 | 1'22"11 | Confirmed | *Ian Gore, Somerset* |
| 2 | 1'22"96 | Confirmed | *Rob Pierce, Salisbury* |
| 3 | 1'23"63 | Confirmed | *David Murdoch, Dundee* |
| 4 | 1'24"35 | Confirmed | *Stuart Richards, Surrey* |
| 5 | 1'24"60 | Confirmed | *Robert Griffiths, W. Yorks* |
| **Windmill Plains** | | | |
| 1 | 1'56"76 | Confirmed | *Robert Griffiths, W. Yorks* |
| 2 | 1'57"40 | Confirmed | *Stuart Richards, Surrey* |
| 3 | 2'02"30 | Confirmed | *Ian Gore, Somerset* |
| 4 | 2'04"91 | Confirmed | *Andrew Mills, Londonderry* |
| 5 | 2'05"01 | Confirmed | *Brad Beaumont, Leeds* |
| **Darkmoon Caverns** | | | |
| 1 | 2'02"85 | Confirmed | *Stuart Richards, Surrey* |
| 2 | 2'05"08 | Confirmed | *Robert Griffiths, W. Yorks* |
| 3 | 2'10"50 | Confirmed | *Andrew Mills, Londonderry* |
| 4 | 2'11"33 | Confirmed | *Ian Gore, Somerset* |
| 5 | 2'11"40 | Confirmed | *Thomas List, Derby* |

# How to enter

TOP GEAR RALLY TIMES WANTED

Those *Diddy Kong Racing* times have been falling into the office in great heaps on a daily basis and already we've got a few clear experts, but keep on sending in those times to see if you can make it onto our winners table. We're also now looking for your fastest times on the coastline course of *Top Gear Rally* so get your driving gloves on.

Remember you'll still need to send a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information available.

Send all your bits to:
**I'm The Best, N64 Magazine,**
**30 Monmouth Street,**
**Bath BA1 2BW**

If you'd like your videos/photos back, please include a stamped, addressed envelope and we'll promise to do our best to return them. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the relevant issue – it'll be there in the next one.




# Thou shalt not worship false idols

***EDGE****, VERSE* ***56****, CHAPTER 3.98*

**EDGE 56** ON SALE FEBRUARY 24th

MAGAZINE OF THE YEAR 1997



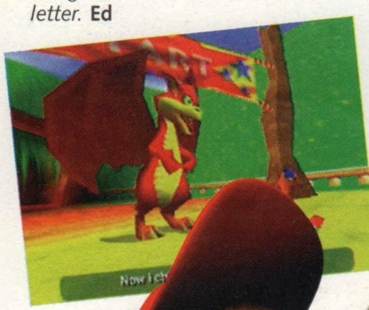

**Hello there! If you've got something N64-related on your mind, why not jot it down on a piece of paper and send it in to us at N64 Magazine? Why not? Well obviously there are a thousand reasons why not – lack of stamps for instance. But look, it was only a suggestion.**

**Write to us at:**
Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW
Fax: 01225 732275
e-mail: n64@futurenet.co.uk
**Any letters printed win a prized N64 Magazine badge!**

## "Ten times"

I feel you made an error in your assessment of *Diddy Kong Racing*. *DKR* is, in my opinion, the second greatest game ever to grace any system (behind *ISS64*). *DKR* is faster, better looking, has more playability and ten times the lastability of *Mario Kart 64*.
**Stuart Richards, Dorking**

*Hang on a mo. Read the next letter.* **Ed**



## "No Patch"

When I buy a game, I want it to be good. I don't mean to complain, but the gameplay in *DKR* was no patch on *Mario Kart 64* – even if that is easy to complete. Sure the graphics are incredible and the sounds are good, but there is a lot left to be desired when it comes to making the game more fulfilling. You may say that's just my opinion, but I still feel mislead by your review.
**William Dron, Reading**

*The only thing for certain is that* DKR *and* Mario Kart *are both great games – which one you like the most is a matter of opinion. It's 50:50 with your letters so far.* **Ed**



## "NO!"

NO! Don't get rid of Jonathan. I might even go as far as to cancel my subscription in disgust after only two months if you do!
**Anonymous, by Fax**

*Too late, I'm afraid, he's gone. But if you'd like to see what the illustrious first editor of* **N64** *Magazine is up to now, point your web browser things at www.topgear.com.*

*We've opened a small shrine, devoted to his memory, here at the* **N64** *Magazine office.* **Ed**




## "Soft Rack"

I've heard on the grapevine that an N64 sequel to *Ghouls 'n' Ghosts* is in the pipeline. Is this true or complete rubbish?

One other thing, where can I get hold of the N64 Soft Rack? Are they available in the UK? If not, will Wil let me borrow his selection of 64 Cassette cases off him or is he too attached to them?
**Paul Haseldine, Nottingham**

*Our spies have seen G 'n' G in progress over at Capcom HQ. Unfortunately they were liquidised by security before they could find out more. As soon as things are properly confirmed, though, we'll have all the info for you.*

*We're not aware of anyone in the UK selling Soft Racks, although if you phoned up one of the importer chaps on page 105, they might be able to help. We tried to take the Cassette cases of Wil, but he just growled possessively and snatched them back. Sorry.* **Ed**

## "Etch-a-Sketch"

I've been reading about the 64DD, and the amazing effects it will have on the gaming world for some time. However, my initial excitement turned first to bewilderment and then to utter disappointment. Do I really want to turn my N64 into a glorified Etch-a-Sketch? I think not. Nor am I any more enamoured at the prospect of "nurturing" my own pet or creating my own singing, dancing "Talent". Even customising games is a job best left to its programmers. Besides, this is something that could be done on various machines all the way back to the Commodore 64.

It would appear that Nintendo are doing all they can to increase sales in Japan, but are wrongly assuming that the American and European markets can be catered-for in the same way. People have always bought Nintendo because of the strength of its games. Nintendo should use its substantial resources to develop more games. It's a lack of software that's responsible for disappointing sales in Japan, and it's this Nintendo should address, rather than going off at a tangent and trying to redefine the games industry.

I hope I am proved wrong and that the 64DD provides a platform to even better games – that is, after all what I and millions of others bought a Nintendo for.
**Nick Dealy, London**

*Don't forget that what we've heard about the DD so far has come almost exclusively from Space World. The real purpose of this annual show is to show Nintendo's native Japanese market what its strategy is for the coming year. If you look at the Japanese games market in isolation, Nintendo's* Pocket Monster/Talent *strategy looks like an excellent idea –* Pocket Monsters *is the biggest-selling game of all time, after all.*

*If Nintendo do decide to launch the DD in America and Europe (and it's not yet 100% certain that they will) it will be quite some time after its Japanese debut – probably not until well into 1999. By then* Pocket Monsters *(or games very similar) will have either taken off, as they have in Japan, or sunk without trace. Either way, Nintendo's DD strategy in the West will be tailor-made to give it the best chance of success and we could be hearing some remarkably different 64DD launch stories.* **Ed**

## "Background"

I don't know how many times I've defeated Andross and watched the end scene in *Lylat Wars*, but the

other day when I took the route through Zoness (where Katt helps you out), I noticed that, after defeating Andross, Katt was there in the background hovering above Falco's ship. I finished the game again, but this time I took the route through Katina (where Bill helps you out). After defeating Andross, Bill was there hovering above Fox.
**George Armstrong, Leighton Buzzard**

*Brilliant isn't it? Lylat Wars is one of the first true interactive movies and there's not a spot of pre-rendering or FMV to be seen.* **Ed**

## "Persuading"

I just want to say 'thanks' for praising *Mischief Makers* so highly and so persuading me to buy it. If you hadn't, I'd have missed out on one of the most amusing and downright inventive games I've ever played.
**D. Littlewood, Nottingham**

*Ah, we thought you'd like it – you just have to look beyond its retro spriteness. It's a pity that it's sold so few copies.* **Ed**

## "Coincidence?"

Look! On the picture of a card in the advert, it says 'J Ashton'. Is that a coincidence or does James use Alliance and Leicester?
**William Shutes, Norwich**

*James does indeed use the A&L. He's currently checking with his lawyers concerning a possible breach of contract and/or security.* **Ed**




## "This bad"

In issue 11 and the guide to scoring on page 32, it says in the 0-19% category that you haven't come across a game this bad. BUT! *MK Mythologies* and *Wheel of Fortune* reviewed on pages 51 and 47, get 9% and 17%. These scores are both below 19%.
**Michael Montgomery, Reading**

*Ah! We've actually got a good excuse for this one. At the time we wrote page 32, we hadn't written pages 47 and 51 – so the scoring guide was entirely correct. The guide to scoring in issue 12 was altered accordingly. In any case, if we'd warned you on page 32 that there were two games awful enough to score below 20% coming up, you might not have had the courage to read on. We think of you all the time, you know.* **Ed**

## "Commendable"

I am Japanese and have been enjoying your magazine since I came to England last September. Your views towards Japanese games are fair and the effort you spend trying to understand a nation who make tiny, super high-tech computers, but still go mad for *Puyo Puyo* is commendable indeed. I'm afraid that your "Useful Phrases" in the Space World feature don't make sense at all, though.
**Haruki Komatsu, Manchester**

*The best games in the world come from Japan, so we think it's important to try and understand a bit about the place. Sorry about the words and phrases, though. We had a bit of a problem with our Japanese PC word processor.* **Ed**

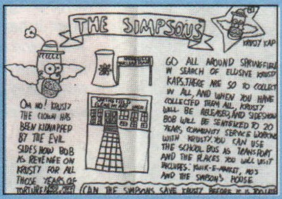
## "Sorted"

I've sorted out what that Pokemon food given away at Space World is – it's garnish you're supposed to sprinkle on rice. I know because my local Japanese supermarket sells the same kind of stuff.
**Valentijn Kreatke, Amsterdam**

# DREAM ON

**Game ideas from beyond the bounds of the conscious mind.**

### Simpsons 64




This game would be a cross between *GoldenEye* and *Mario 64* except that the characters would all be from the Simpsons. Each character would have their own weapons and abilities. Homer would throw doughnuts, Bart would do karate kicks, Lisa would throw encyclopaedias, Maggie would fire dummies and Marge could hit people with her handbag. Like *GoldenEye* there would be a battle mode and three difficulty settings. When you complete the game, you could earn extra characters such as Krusty and Grandpa. This would be the best N64 game ever.
**Andy Martin, Sunderland**

*There have been quite a few Simpsons computer titles but so far none have done justice to the TV series. Perhaps an N64 developer out there is reading. Let's hope.* **Ed**

### Horse Race 64

I think you'll agree that I've stumbled across a real gem of an idea for a game on the N64. It would involve all of our favourite *Mario World* characters, such as Bowser and Koopa Troopa, riding horses around various circuits across the country – from Epsom to Newmarket. The game would be divided into two main modes: Flat (without obstacles), and Steeplechase (with Grand National-style fences. In Steeplechase mode, it would be possible to perform radical stunts while jumping fences, such as mid-air handstands and whole-horse somersaults.

Money would be awarded according to the race position you finish in, and funds could also be raised by betting on the outcome of future races. Hidden characters would include Red Rum, a sumo wrestler and the Queen Mother. A split-screen, multiplayer mode will be included, as will a battle mode using grenades, rocket launchers and flame-throwers.
**Paul Burrell, Holt**

*Ah! You were doing fine right up to the sumo wrestler bit. Nevertheless, the Japanese go mad for horse racing and there are lots of arcade horse games already. Who knows, your idea COULD HAPPEN!* **Ed**

### Battle of Britain 64

I'd like to see a game based around the Battle of Britain. Aircraft would include the Spitfire, Hurricane, P51 Mustang and even some German fighters. You could also take control of Bomber Command and direct missions over Europe.
**Ricky Smith, Coalville**

*A World War II sim might be a ticklish subject for a Japanese company but it's definitely ok with us.* **Ed**

*Euch! It still smells far too fishy for any of us to try it.* **Ed**

## "Frightens"

I just wanted to write and express my continued amazement about playing *GoldenEye 007*. My mind can't imagine video games getting better than this, and it frightens me knowing that they inevitably will.
**Sanjay Wadhwani, by e-mail**

*It frightens us sometimes, too. That's why – to prepare ourselves – we sent roving reporter Tim Weaver up to deepest Twycross to infiltrate Rare and find out what scary brilliance they've got planned for 1998.* **Ed**

GO! GO!

# THE N64 BOARD

**If we like the look of any of our post, we pin it to our board. It gives us something to look at when we've got nothing to do.**



Six year-old **Shane Rentall of Northampton** has done a fine job of recreating our fave Mario world characters.

He looks a little bit dumpy but this green Yoshi from **Alistair Rennie of Glasgow** is great.

Scary, mutilated calendar pic from someone whose name we've lost. Do you recognise him?

A power cut inspired **Jo Hedger of Christchurch** to create these.

It's not golden but it's definitely a gun. Thanks to **Gareth Davies of Gloucester**.

In anticipation of a great Nintendo 64 beat-'em-up, **Tyron Parker of Bristol** has sent us this *Street Fighter* inspired drawing. We were greatly appreciative.

**Blank space.**
**(Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)**

## BONUS LETTERS

Which characters do the **N64** team prefer to be? I'm a Bond man myself.
**Pat Shields, Warrenpoint**

*James is the 006 traitorous type, Tim chooses Baron Samedi or Oddjob, Paul is – of course – Boris, Andrea can never make up her mind and Wil will play as anyone that looks slightly like a Streetfighter character. It takes him ages to choose, sigh.* **Ed**

I wasn't the one who wrote to Total magazine asking if they'd named their magazine after a petrol station.
**Ben Barden, Guildford**

*No, but the net is closing in on him.* **Ed**

Happy Birthday, **N64** Magazine! All the best for the next 12 months.
**Ryan Penny, Stafford**

*Thanks very much. We've put the card up in the office.* **Ed**

I shouldn't think that any newsagent would want an earful from me – I have this rotten infection, you see, it stinks!
**F Hyslop, e-mail**

*No honestly, we really wanted to know that.* **Ed**

I'd love to go around a sim city and blast torpedoes at people.
**ADKM, Derby**

*What a very strange little acronym you are.* **Ed**

I am writing to complain. One of your writers is called James Ashton and my name is Jason Ashton.
**Jason Ashton, Walton**

*We're truly sorry for any embarrassment caused.* **Ed**

I have achieved Expert Mode on *Lylat Wars* in just nine days! Wouldn't you say this is good?
**Ryan Jackson, Belfast**

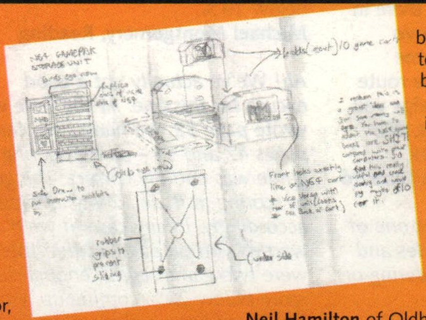
*Ah, but how do we know you're not just saying that?* **Ed**

I found a mistake in the *Banjo-Kazooie* preview in issue 11. You say there are four worlds, but you actually name five.
**Alan Johnson, St. Albans**

*If no one had noticed, he might have got away with it.* **Ed**

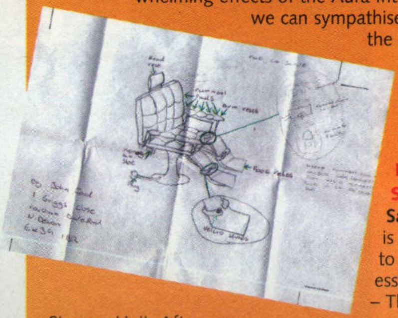
# INVENTION CORNER

**Your chance to be stung by the international patent laws**



### Rumble Chair

**John Ford** of Devon has obviously been watching Brazil, as his Rumble Chair bears a disturbing similarity to the interrogation device poor Jonathan Price ends up being strapped to. The arms and seat of his machine consist of tens of different Rumble Pak units which are all, terrifyingly, wired up to the mains. Having recently experienced the enormously underwhelming effects of the Aura Interactor, we can sympathise with the desire to pump up the vibration a little bit, but this could hurt people, John.



### N64 Gamepak Storage Unit

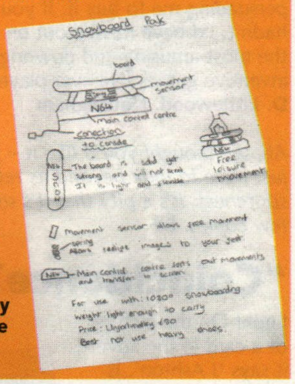
**Sam Pugh's** invention is much more down to earth – but highly essential in our opinion – The N64 Gamepak Storage Unit. After correctly assessing the standard-issue N64 game boxes as "utter rubbish," **Sam** feels that £10 for a unit that stores 10 games and their instructions (an important addition in our eyes) has got to be good value for all concerned.

Games slot into the unit in a similar fashion to toast in a rack, while the all-important game manuals fit nicely into a little pull-out draw underneath. The Storage Unit could only really be improved by adding a flip-top lid to avoid the unwanted build up of dust.

Other than that, we think it's great and, judging by the number of people who've written in trying to get their hands on our Soft Rack 64 (featured in issue 11), it'd find a large market out there.

### Snowboard Pak

**Neil Hamilton** of Oldham (presumably not *the* Neil Hamilton of discredited Tory fame) has sent us his design for the quirky Snowboard Pak – maybe with half an eye on the three up-coming snowboard releases *1080°*, *Snobow Kids* and *Twisted Edge*. The unit is a full-sized snowboard suspended on some clever spring and movement sensor apparatus. **Neil** boasts that the unit will offer "Free Leisure Movement" which can't be bad, whatever it is, but warns that his device would probably arrive with a, fairly hefty, £80 price tag.




**Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any we print net N64 Magazine badges for their creators.**

# So tell me this...

## Things we know you need to know.

**1. When is *Mission Impossible* coming out?**
**2. When it does, will it have a link-up mode where you can link two N64s together?**
**3. Will *Zelda* be a long game despite being on cartridge?**
**4. How come there're no 'good' new games coming out in the UK until March?**
**5. How come on import reviews the average price of games is £30-£35?**
**A Corrie, Mursley**

*1. Before the summer. We'll have some exciting Mission news in the next issue. Almost certainly.*
*2. No.*
*3. Yes. If it's as long as the Game Boy version James is going to cry – he's still stuck just after the third dungeon.*
*4. Snobow Kids is excellent and it's out in February.*
*5. Because of the exchange rates between the UK and the US/Japan. Plus, our VAT is much higher than theirs.*

**1. Is August the release date for *Resident Evil*?**
**2. Do you think Capcom, Pysgnosis, Namco or Core Design will announce any games for the N64 this year?**
**3. Midway are going to be releasing *Micro Machines 64* this year, but what about *TOCA Touring Cars*?**
**KL Bauer, Alness**

*1. Not only is that not the release date, the game is not even confirmed for release on the N64. Sorry.*
*2. Capcom have a puzzle game in the works but are being tight-lipped about anything else. Psygnosis might publish for the N64 but under a different name – no word on which games, mind. Namco have already released the baseball game Famista 64 but aren't saying anything more and Core Design were going to produce Tomb Raider 64 until Sony gave them a bagful of cash not to. They might do something else, though.*
*3. All idle Internet rumours. There's not a grain of confirmed fact to any of this.*

**1. As *Zelda* will be a big cart, will it cost any more to buy?**
**2. Wil the PAL version of *Zelda* be out for October 24th – that's my birthday.**
**3. How much of what you saw of *Zelda* at Space World was sprite based?**
**4. Where is *Silicon Valley*?**
**5. Or *Kirby's Air Ride*?**
**Jonathan Appleyard, Bury St Edmunds**

*1. Hopefully not.*
*2. Impossible to say with any certainty, although end of October/beginning of November would be a very good guess.*
*3. Very little. Less than Super Mario.*
*4. Languishing in development limbo. DMA are perfectionists, they'll only release something when they think they've got it exactly right.*
*5. Nintendo are perfectionists too, although Kirby has been taken in for some major surgery or even a complete re-think.*

**1. When the Japanese 64DD comes out, will it be compatible with the PAL N64?**
**2. How long before we get *Pocket Monsters* in English?**
**3. How can I become a games tester and what's the average pay?**
**Sam Heuer**

*1. Almost certainly not.*
*2. Sometime this year would be our guess.*
*3. Get a list of software companies together and send off some applications. The pay will be awful.*

**1. Is *Mortal Kombat Mythologies* really that bad?**
**Steven Mytum, Sherburn-in-Elmet**

*1. 9% was generous.*

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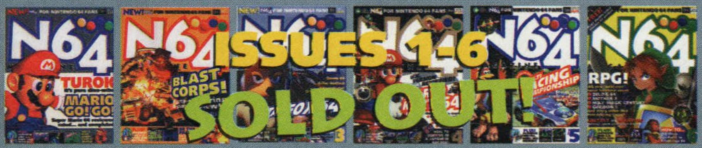
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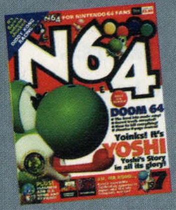
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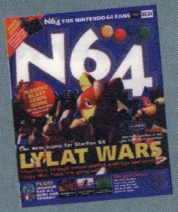



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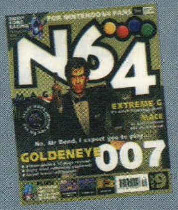
## ISSUE 7
### The Yoshi Edition

Piles of info regarding *Yoshi's Story*, as well as our first look at *Diddy Kong Racing*. *Doom 64* gets a thorough PAL review, with tips on how to do all the tricky and/or secret bits. *F1 Pole Position* gets taken around the track and import reviews include *GoldenEye 007* and *Goemon*. We also round up all the known *Mario Kart* short cuts.



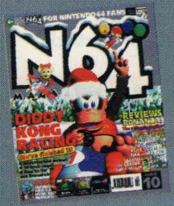
## ISSUE 8
### The Lylat Wars Edition

A jam-packed 10 page review of *Lylat Wars*, plus the chance to take part in our *Lylat Wars* championship. *Top Gear Rally* goes head-to-head with *Multi-Racing Championship* and we review the import *Baku Bomberman*. There's also a *Blast Corps* guide and the chance to win heaps of N64 goodies.



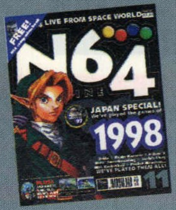
## ISSUE 9
### The GoldenEye Edition

*GoldenEye 007* gets a huge going-over and we also delve deep into *Extreme G*, a fast and frenzied futuristic racer. There're Future Looks at *Diddy Kong Racing, F-Zero 64, Chameleon Twist, NFL QuarterBack* and *Fighter's Destiny* plus a complete step-by-step guide to saving the galaxy in *Lylat Wars*. Don't miss out!



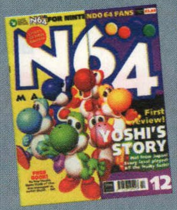
## ISSUE 10
### The DKR Edition

So you want to know how to play *DKR* – right to the end, find the secret characters and access the hidden worlds? **N64** Magazine has *all* the answers. *NFL and Madden* go head-to-head and we also review *Automobili, FIFA '98, Duke Nukem 64* and *Chameleon Twist*. Plus a complete guide to *GoldenEye* and a plethora of peripherals.



## ISSUE 11
### The Space World Edition

Roving reporter, James Ashton, jetted out to Japan for Nintendo's Space World '97 show and came back filled to the brim with news of imminent games and shaking with excitement after playing *Yoshi's Story*, *Zelda* and *F-Zero X*. Find out what games we're looking forward to in 1998 and Nintendo's plans for the 64DD.



## ISSUE 12
### The Yoshi's Story Edition

After months of eager waiting *Yoshi's Story* finally arrived in Japan and **N64** Magazine was first with a review. Amazingly, 10 other games, including the massive *WCW vs NWO*, also got a thorough going over in this jam-packed issue and we even managed to squeeze in a guide to import gaming, tips on *Extreme G* and some hints for playing *NFL '98*.

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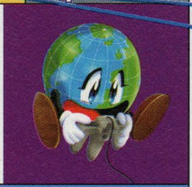
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## How it works

**PARENT COMPANY 64**

**Stripped Assets Soft** | UK release: Three Months | £150 | N64 13 ● 91% ● MS

You lose some money down the back of the sofa. Quite a lot of money, in fact. You panic. You need that money to pay Jack Docherty's wages. So, what's the solution? Of course! Sell off your assets. And that's where Parent Company 64 really comes into its own. How do you make it look like these aren't moves of desperation? How do you pretend that a company that makes £10 million a year isn't as important as a TV station that gets five viewers and a Jack Russell? Yes! Parent company!



● Software company? Good idea! Or is it...? Book company? Good idea! Or is it...? Who cares, anyway? Your best bet's to just sell off the company that's making profit. PARENT COMPANY!

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**N64 reviewers**

**JA** = James Ashton
**MH** = Marcus Hawkins
**WO** = Wil Overton
**JS** = Jon Smith
**JB** = Jes Bickham
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# UK Games DIRECTORY

## AUTOMOBILI LAMBORGHINI

**Titus** | £50 | N64 10 ● 67% ● TW

It's not that the ludicrously-retitled *Lamborghini* is actually bad, it's just it's only really competent. It's not very fast, for starters (even though you're driving about in one of the nippiest cars in the world), while the tracks are fairly simple and the multiplayer mode is horrendously fogged-out and slow. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.



● When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side to side.

## BLAST CORPS

N64 STAR GAME

**Nintendo** | £50 | N64 5 ● 88% ● JS

A preposterous storyline is the excuse for some full-frontal global destruction as the *Blast Corps* – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However its lifespan problems mean that your love affair with the game may be short-lived.



● Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode. ● Full *Blast Corps* guide in **N64**/8.

## BOMBERMAN 64

**Hudson/Nintendo** | £50 | N64 8 ● 50% ● ZN

Oh dear. Perhaps the biggest disappointment of the year comes in the shape of Hudson's newly 3D-ed Bomberman 64. The one-player mode was never the series' strong point and now it's just a tedious rambling affair devoid of any excitement at all. Worse, the multi-player game has been completely spoilt, with proceedings often becoming impossibly confusing. Another pile of averageness from Hudson.



● Have a gander at Zy's review in N64/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any).

## CHAMELEON TWIST

**Ocean** | £60 | N64 10 ● 70% ● JD

A strange little Japanese offering this'n, with enough thrills and spills to keep you amused but with a woefully inadequate challenge – we reached the end in an hour and a quarter – and a horrifically muddy sort-of-3D environment. The multiplayer game, which puts the hyped-up *Bomberman* to shame, almost makes up for it, but at 60 nicker you're looking at an expensive hour's worth of ents.



● When doing the pole vault move, as you're springing back up press jump just a little way before you reach the top for an extra-high jump.

## CLAYFIGHTER 63 1/3

**Interplay** | £50 | N64 9 ● 24% ● JB

If ever there was an over-rated series on the SNES it was the ClayFighter twosome and this tragic N64 outing only further proves the concept's repulsiveness. The characters have all the hilarity of a mining accident, the moves have no fluidity and the 3D locations are jerky and frustratingly inept. Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.



● When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

## DARK RIFT

**Vic Tokai** | £60 | N64 9 ● 69% ● JD

So dark is this fair-to-middling beat-'em-up that, by the time you've adjusted the brightness on your TV, you'll need radiation goggles to play it. And all that effort really isn't worth it. The special moves are fairly uninspiring and the characters too similar to inspire much more than a few muffled grunts. Nicely animated, potentially solid but, ultimately, really rather dull.



● Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

## DIDDY KONG RACING

N64 STAR GAME

**Nintendo/Rare** £50 N64 10 ● 90% ● JA

Following closely in the footsteps of the awesome *GoldenEye*, *Diddy Kong Racing* is a second triumph in as many months for Rare. With its 40 possible track variations, extensive adventure mode and choice of three different vehicles – hovercraft, plane or kart – it's not a game you'll finish quickly. The downside? It's not quite as much fun as *Mario Kart* and, controversially, we reckon the multiplayer set-up is boring.



● To obtain an extra fast start, wait until the "Get Ready" sign appears, then press the accelerator after it disappears and just before "Go!". It's hard.

## FIFA 64

**Electronic Arts** £60 N64 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.



● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press it a second time or your shot will fly over.

## DOOM 64

**GT** £60 N64 7 ● 77% ● JA

Think about it: *Turok's* far better than *Doom*, and *GoldenEye's* far better than *Turok*. So, for anyone other than those people for whom *Doom* is the gaming equivalent of breathing, this PAL release of Midway's tricky blaster is going to seem a pointless exercise in expenditure. It's solid and it's workmanlike, but up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence it looks dreadfully old hat.



● At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu.
● Other tips in the review, **N64**/3&7.

## FIFA '98 THE ROAD TO THE WORLD CUP

**EA** £60 N64 10 ● 83% ● TW

Who'd have thought it, eh? Banishing the memory of *FIFA 64* forever, the new, improved, British-assisted *FIFA '98* introduces the sort of fluid passing game that made *ISS64* such a stunning take on football. And while it still has a fair way to go to beat Konami's aforementioned title, there's plenty of promise here and a seemingly rosy future for the '99 version that'll be coming our way this time next year.



● Try using the Lob (the Top-C) to seek out players in front of you. It's a safer option than the ground-level pass as it avoids the man marker.

## DUKE NUKEM 64

N64 STAR GAME

**GT** £55 N64 10 ● 85% ● JA

Despite its cardboard-like 2D baddies and unconvincing controls, *Duke Nukem 64* is a commendably violent and vastly enjoyable conversion that, unlike *Hexen*, has stood the test of time well. Its new, improved explosions are gorgeous and its multiplayer game brilliant, but it's the superb one-player game that makes *Duke* as good as it is. Light years behind *GoldenEye* and *Turok* but still worth a go.



● Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. (The Right shoulder by default.)

## GOLDENEYE 007

N64 STAR GAME

**Nintendo/Rare** £50 N64 9 ● 94% ● TW

An utterly stunning take on the eighteenth Bond film, *GoldenEye* is videogaming at its finest: huge, brilliantly designed levels, amazingly detailed scenery, breathtaking weaponry, super-imaginative gadgets and a perfectly judged difficulty curve. It also has a fabulous Deathmatch set-up as well as two of the finest secret levels you'll have ever played. Gaming doesn't get better than this.



● On Secret and 00 Agent, if you shoot the scientists, they'll get out weapons and fire back. ● Check out I, Spy, the free MI6 giveaway in **N64**/9.

## EXTREME G

N64 STAR GAME

**Acclaim** £60 N64 9 ● 87% ● TW

Whilst never likely to displace *Wipeout 2097* as the ultimate future racer, *Extreme G* is still hugely impressive with its face-melting speed and eye-gorgingly beautiful tracks. But, it's a game you have to persist with as the course layout is tricky (right from track one) and, without some perseverance, often impossibly frustrating. Oh, and don't expect much from the multiplayer, this is a far better one-player game.



● Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky.

## HEXEN

**Midway** £60 N64 5 ● 69% ● JD

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen's* single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where *GoldenEye 007* reigns supreme, it's hard to recommend whole-heartedly.



● To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right -C very quickly. ● In the Cheat menu, press Left-C, Right-C, Bottom-C for invincibility.

## F1 POLE POSITION

**Ubisoft** £60 N64 7 ● 71% ● JD

We enjoyed *Human Grand Prix*, despite its obvious flaws, so we were looking forward to Ubi Soft's tidying-up and renaming of it. Disappointingly, all that's changed in the transition to *F1 Pole Position* is the licence, cutting out all that H Dill drivel. The horrendous pop-up remains, the stop-dead banks are still in there and, ultimately, this is only half as good as the PlayStation's *F1*.



● If your bloke in the pits shouts at you to come into the pits, don't bother. You can make the whole course without a tyre change.

## INT. SUPERSTAR SOCCER 64

N64 STAR GAME

**Konami** £60 N64 3 ● 92% ● TW

The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.



● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

GO! GO!

## KILLER INSTINCT GOLD

**Nintendo** £55 | N64 3 ● 62% ● MH



*Killer Instinct* might have been a big deal a couple of years ago, but even an arcade-perfect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.

● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

## MISCHIEF MAKERS

N64 STAR GAME

**Nintendo** £50 | N64 8 ● 90% ● JB



This eye-gorging, brilliantly inventive 2D platformer from Japanese developers Treasure is, indeed, a trove of fabulousness, effortlessly reeling in the player with its ingenuity and refusing to loosen its grip. It's retro and it does possess over-complicated and often irksome controls but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

● Check out our extensive guide to making mischief mischievously in **N64**/12. You won't regret it. Nosiree.

## LYLAT WARS

N64 STAR GAME

**Nintendo** £60 | N64 8 ● 91% ● JN



Nintendo's first properly optimised conversion sees a full-screen Fox McCloud take on Andross at something approaching full 60Hz speed. *Lylat Wars* is not as perfect as it could be perhaps – it really needed a level select, for instance, but it's as near as we could have hoped and at £60 with a Rumble Pak it's a certain 'must have' package. Another tour-de-force for Shigs.

● Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in **N64**/8 and **N64**/9.

## MORTAL KOMBAT TRILOGY

**GT** £60 | N64 1 ● 34% ● TW



Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.

● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

## MACE: THE DARK AGES

**GTI** £60 | N64 9 ● 81% ● JB



After the dreadful *War Gods* and the considerably worse *Mortal Kombat Trilogy*, we weren't expecting much from this (especially since one of the characters is called, The Executioner). But, rather than being a wretched old piece of tat, *Mace* proves to be a highly competent fighter with silken animation and a healthy quota of bone-crunching moves. It'll gladly tide you over till Capcom arrive on the scene.

● Hold the one of the C-Buttons when choosing your character and you can change their dreary rags into King-like robes.

## MULTI RACING CHAMPIONSHIP

**Ocean** £55 | N64 8 ● 71% ● JD



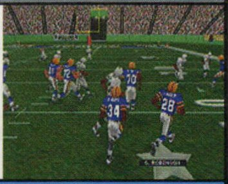
The conversion job given to *Multi Racing* has done it no favours – the letterboxing and slow-down only seem to amplify the 'gritty' look of the graphics. In comparison with *Top Gear Rally* it's also far too easy and even the mirror mode can't disguise the fact that three tracks simply aren't enough. On the plus side, the car-handling remains excellent and there's a good variety of on and off-road racing.

● Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.

## MADDEN 64

N64 STAR GAME

**EA** £55 | N64 10 ● 92% ● TT

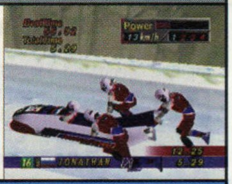


Unlike *FIFA*, EA's *Madden* series has never experienced any slump in yearly performances. And its first outing on the N64 is as comprehensively fantastic as ever. Indeed, it's probably the best version of the game so far. Trawl your way through 300 running and passing plays, a steaming great load of offensive and defensive strategies and some superb motion-capture. This is, we're told, about as good as it gets.

● When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm… (Shuffle) We'll get back to you on this.

## NAGANO WINTER OLYMPICS

**KONAMI** £65 | N64 12 ● 32% ● JD



The scariest thing about *Nagano* isn't, actually, flying from the top of a ski jump at all, but the fact that this heralds from the same company that gave us *ISS64*. See, *Nagano* is DULL. So dull, in fact, that it makes scrubbing the toilet look like an all-night disco. Luge, bobsleigh, snowboarding halfpipe, *curling*, they're all in here and they're all supremely boring. Still, if you're having trouble sleeping…

● To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

## MARIO KART 64

N64 STAR GAME

**Nintendo** £60 | N64 4 ● 91% ● JD



While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multiplayer modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.

● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

## NBA HANGTIME

**GT** £65 | N64 6 ● 52% ● JS



The immortal *NBA Jam* series continues on the N64 with this dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with *Hangtime* is that two-on-two basketball gets very boring, very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.

● Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.

## NFL QUARTERBACK CLUB '98

N64 STAR GAME

**Acclaim** £50 | N64 10 ● 86% ● TT

Although, on paper, *QuarterBack Club* looks a likely contender for *Madden's* crown, it doesn't actually manage to displace the old master thanks to some overly fiddly controls and a ludicrously tricky difficulty curve. But, crucially, it does have the NFL licence and the most stunningly gorgeous visuals you'll have ever seen in a sports game. More for the purists, yet, if you work at it, you'll reap the rewards.



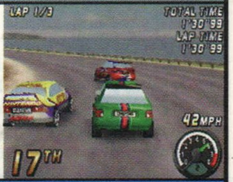
● When you're on the fourth and down, try getting your, erm, you're... (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver... Oh, whatever.

## TOP GEAR RALLY

N64 STAR GAME

**Nintendo** £55 | N64 8 ● 86% ● JD

People are put off *Top Gear Rally* by the cars you initially get to race with – they're slower than a pair of elderly Fiat 126s. But persist and not only will you find a gem of a game structure but some of the fastest most realistic driving ever to grace a computer game. It really is *Sega Rally* standard. The five tracks might be a bit bland background-wise but they're brilliantly designed and help ensure a healthy lifespan.



● Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
● Game tips in the review **N64**/8.

## PILOTWINGS 64

N64 STAR GAME

**Nintendo** £50 | N64 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.



● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

## TUROK: DINOSAUR HUNTER

N64 STAR GAME

**Acclaim** £70 | N64 1 ● 91% ● TW

Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.



● At the edge of a platform the screen will dip. Jump here to gain maximum distance.
● Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

## SAN FRANCISCO RUSH

**GT** £60 | N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and hundreds of secret bits are the main focal points of Atari's arcade conversion and it's a mixture that works a treat. Proceedings are marred slightly, perhaps, by stupidly heavy handling and the lack of a reverse option, but *SFR's* invention shines through and, as an alternative to *Top Gear Rally*, this'll give you much pleasure.



● To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

## WAR GODS

**GT** £50 | N64 4 ● 46% ● JA

If it hadn't have been for the surprisingly good *Mace*, you'd have urged Midway never to create another beat-'em-up again. And this, along with *MKT*, is the reason. The traditionally vile characters are, this time, backed up by some half-hearted moves, ludicrous end results – one fighter throws a fishing net over his opponents' head – and sorrowful animation. So, all in all, another complete and utter waste of time.



● When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.

## SHADOWS OF THE EMPIRE

**Nintendo** £55 | N64 1 ● 78% ● JA

With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.



● To see the end sequence, enter your name as _Credits (case sensitive).
● Challenge Point guides in **N64**/2 and **N64**/3.

## WAVE RACE 64

N64 STAR GAME

**Nintendo** £55 | N64 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilities. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.



● To achieve the Helicopter stunt and 1700 points – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

## SUPER MARIO 64

N64 STAR GAME

**Nintendo** £60 | N64 1 ● 96% ● ZN

When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.



● Loads of tips in our review in **N64**/1.
● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5.

## WAYNE GRETZKY'S 3D HOCKEY

**GT** £65 | N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic *Wayne Gretzky* is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered – from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer – especially the two on two arcade mode – and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.



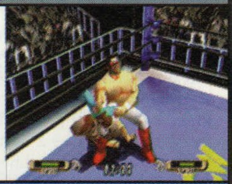
● Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

GO! GO!

## WCW vs NWO: WORLD TOUR

**T•HQ** £55 | N64 12 ● 70% ● TW

Perhaps the best console outing for the pastime Americans enjoy calling, 'sport', *WCW vs NWO* is a perfectly acceptable, technically solid sort-of-beat-'em up with 37 grapplers, a wealth of industrial-strength slaps and some colourful pants. But, at the end of the day, it never offers the variety, durability or longevity of a *Tekken* or a *Soul Blade* and can only be recommended to late night Sky One viewers.



● Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

# Import Games DIRECTORY

## 64 O-SUMO

N64 STAR GAME

**Bottom Up** | UK release: Oh, nooooo | N64 11 ● 90% ● ME

Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine fun-filled fat-fest. One for a minority audience but top old stuff all the same.

## AEROFIGHTERS ASSAULT

**Video System** | UK release: TBA | N64 11 ● 60% ● JD

Good fun in the short term and with a realistic Paradigm-designed engine but, in lengthy spells, *AFA* is actually quite tedious and there's simply not enough variety.

## AERO GAUGE

**ASCII** | UK release: TBA | N64 12 ● 10% ● JN

A real stinker of a *Wipeout* clone with game-affecting pop-up, miles-too-good opponents and unfair controls. Loathe it with all your heart.

## ART OF FIGHTING TWIN

**Culture Brain** | UK release: TBA | N64 12 ● 78% ● DM

A simplistic beat-'em-up but one with some charm and, given the current state of the N64 fighter, quite an attractive proposition.

## CRUIS'N USA

**Midway** | UK release: TBA | N64 1 ● 34% ● JD

Racing across the USA isn't tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics use only a fraction of the N64's power. Avoid.

## DENRYU IRAIRABOU

**Hudson Soft** | UK release: Ha! No | N64 12 ● 65% ● JN

The sort of game that defies the power of the N64, *Denryu* is a console-based version of that game at fêtes with the copper stick and wire. It's up to you.

## DORAEMON

**Epoch** | UK release: Unlikely | N64 2 ● 60% ● TW

Sadly, *Doraemon* turns out to be a slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps it's more suited to your younger brother or sister.

## DUAL HEROES

**Hudson Soft** | UK release: Maybe | N64 12 ● 28% ● DM

After hyping this up to the nines, Hudson reel out a horrendous beat-'em-up, with little or no redeeming features. A travesty of justice, indeed.

## FAMISTA 64

**Namco** | UK release: No chance | N64 11 ● 68% ● TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go. Still, that's not really a hearty recommendation, is it?

## GANBARE GOEMON

**Konami** | UK release: Early '98 | N64 7 ● 80% ● ZN

It's never likely to threaten *Mario 64* in the all-round goodness stakes, but this does see a pile of good ideas thrown together to produce a marvellously entertaining adventure.

## THE GLORY OF ST ANDREWS

**Seta** | UK release: Unlikely | N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls add up to an experience as ugly to watch as it is to play.

## HUMAN GRAND PRIX

**Human** | UK release: Out now as *F1 Pole Position* | N64 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1*, *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills.

## JANGOU SIM MAHJONG DO 64

**Video System** | UK release: Never EVER | N64 7 ● 69% ● JD

So, the best mah jong game yet? Well, probably, but does it really matter? With its more 'trendy' approach to the game it'll probably sell like wild-fire in *ker-razy* Japan.

## J-LEAGUE DYNAMITE SOCCER

**Imagineer** | UK release: Unlikely | N64 8 ● 66% ● TW

What chance has a sprite game in a world with *ISS64*? *Dynamite Soccer* is incredibly basic but persevere with it for long enough and you might get some joy out of it.

## JIKKYOU WORLD SOCCER 3

N64 STAR GAME

**Konami** | UK release: Unlikely | N64 8 ● 91% ● TW

*Perfect Striker* became the improved PAL *ISS64* and in turn, PAL *ISS64* has become the improved *Jikkyou World Soccer 3*. World teams but no Scotland, Wales or Ireland!

## J-LEAGUE ELEVEN BEAT

**Hudson** | UK release: Nope | N64 10 ● 52% ● TW

While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. In all departments. One word for you: *ISS64*.

## J-LEAGUE PERFECT STRIKER

N64 STAR GAME

**Konami** | UK release: Now (as *ISS64*) | N64 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals.

## KING OF PRO BASEBALL

**Imagineer** | UK release: Unlikely | N64 1 ● 68% ● TW

The players are super-deformed and cute which is entertaining. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.

## MAH JONG 64

**Koei** | UK release: Never | N64 3 ● 65% ● JD

*Mah Jong 64* is more of a beginner's guide to the game than previous efforts. However, with its heavy reliance on Japanese text, things will still prove fairly tricky.

## MAH JONG MASTER

**Konami** | UK release: Unlikely | N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. Otherwise, the slickest of the mah jongs.

## MK MYTHOLOGIES: SUB ZERO

**Midway** | UK release: Please, no | N64 11 ● 9% ● JD

Worse even than *Wheel of Fortune*, *MKM* could only be less enjoyable if it squirted sulphuric acid into your face at regular intervals. Irredeemably atrocious.

## POWER LEAGUE 64

**Hudson** | UK release: No, thanks | N64 7 ● 42% ● JA

We've got nothing against baseball – even though, plainly, it's tedious – but this effort from Hudson, the first N64 ball-and-bat title to utilise real players, is tragically awful.

## POWER PRO BASEBALL 4

**Konami** | UK release: Unlikely | N64 3 ● 54% ● TW

*PPB4* is the fourth in Konami's series of baseball games. The game went ballistic in Japan but we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*.

## PUYO PUYO SUN 64

**Compile** | UK release: Nah | N64 10 ● 80% ● ZN

You didn't buy your N64 to play *Puyo Puyo*, but still. It's rollickingly good fun, as always, so, if you haven't played it and are rich, try it on for size.

## ROBOTRON 64

**Midway** | UK release: TBA | N64 12 ● 75% ● JN

An actually-quite-entertaining updating of the classic shooter, but one that could quite easily make a home on the SNES. Good, then but not great.

## TAMAGOTCHI WORLD 64

**Bandai** | UK release: Ooh, no | N64 12 ● 79% ● JN

It's a 64-bit board game, essentially, and one that's actually quite good fun. But, it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

## TETRISPHERE

**Nintendo** | UK release: Early '98 | N64 7 ● 71% ● JB

The Game Boy's finest moment is now 3D with jungle-dance-techno music and a whole paint-palette-full of colour. A partially successful puzzle game, if not an essential one.

## TOKON ROAD

**Hudson Soft** | UK release: Unlikely | N64 12 ● 49% ● DM

The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of T•HQ's *WCW vs NWO*.

## SNOBOW KIDS

N64 STAR GAME

**Atlus** | UK release: March 6th | N64 12 ● 88% ● JA

A genuine surprise, *Snobow Kids* is a wonderful alternative to *Mario Kart* with a stonking four-player game to boot. Look out for the PAL version!

## WHEEL OF FORTUNE

**Gametek** | UK release: Spring '98 | N64 11 ● 17% ● TW

Rewrites The Book of Utter Awfulness with abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

## WILD CHOPPERS

**Seta** | UK release: TBA | N64 11 ● 72% ● JD

A good, solid, sometimes spectacular chopper sim and one with an unusual but actually quite intuitive control system. Muddy and perhaps a bit easy, but good fun.

## WONDER PROJECT J2

**Enix** | UK release: Unlikely | N64 1 ● 55% ● WO

Guide a robotic girl through various 'real life' situations with the overall aim of making her a real person. Weird, very Japanese and very difficult to overcome the language barrier.

## YOSHI'S STORY

N64 STAR GAME

**Nintendo** | UK release: March/April | N64 12 ● 86% ● JA

A little too short and lacking genuinely innovative ideas, *Yoshi's Story* is still a wonderful 2D platformer with all those special Nintendo ingredients.

## THE NUMBERS NET

Phone numbers and internet sites for companies with a Nintendo 64 interest.

**N64 SITES**

| | |
|---|---|
| **THE Games** | (01703) 653377 |
| **Nintendo USA** | www.nintendo.com/ |
| **Nintendo Australia** | www.nintendo.com.au/ |
| **Nintendo Japan** | www.nintendo.co.jp/ |

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| **Acclaim** | (0171) 344 5000 |
| Japan | www.acclaim-jp.com/ |
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| **ASCII** | www.asciient.com/ |
| **Atlus** | www.atlus.com/ |
| **BMG** | (0171) 973 0011 |
| | www.bmg.com/ |
| **Boss** | www.bossgame.com/ |
| **DMA Design** | www.dma.co.uk/ |
| **Electronic Arts** | (01753) 549442 |
| | www.ea.com/ |
| **Gametek** | (01753) 854444 |
| | www.gametek.com/ |
| **GT** | (0171) 258 3791 |
| | www.gtinteractive.com/ |
| **GTE** | www.im.gte.com/ |
| **Hudson Soft** | www.hudson.co.jp/ |
| **Human** | www.human.co.jp/ |
| **Imagineer** | www.imagineer.co.jp/ |
| **Interplay** | (01628) 423666 |
| | www.interplay.com/ |
| **Konami** | (01895) 585 3000 |
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| US | www.konami.com |
| **Midway** | www.midway.com/ |
| **Namco** Japan | www.namco.co.jp |
| US | www.namco.com/ |
| **Ocean** | (0161) 832 6633 |
| | odon.com/ocean |
| **Paradigm** | www.paradigmsim.com |
| **Seta** | www.seta.co.jp/ |
| **THQ** | (01372) 745 222 |
| | www.thq.com |
| **Titus** | www.titusgames.com/ |
| **Ubi Soft** | (0181) 941 4004 |
| | www.ubisoft.com/ |
| **Williams** | www.williamsentertainment.com/ |

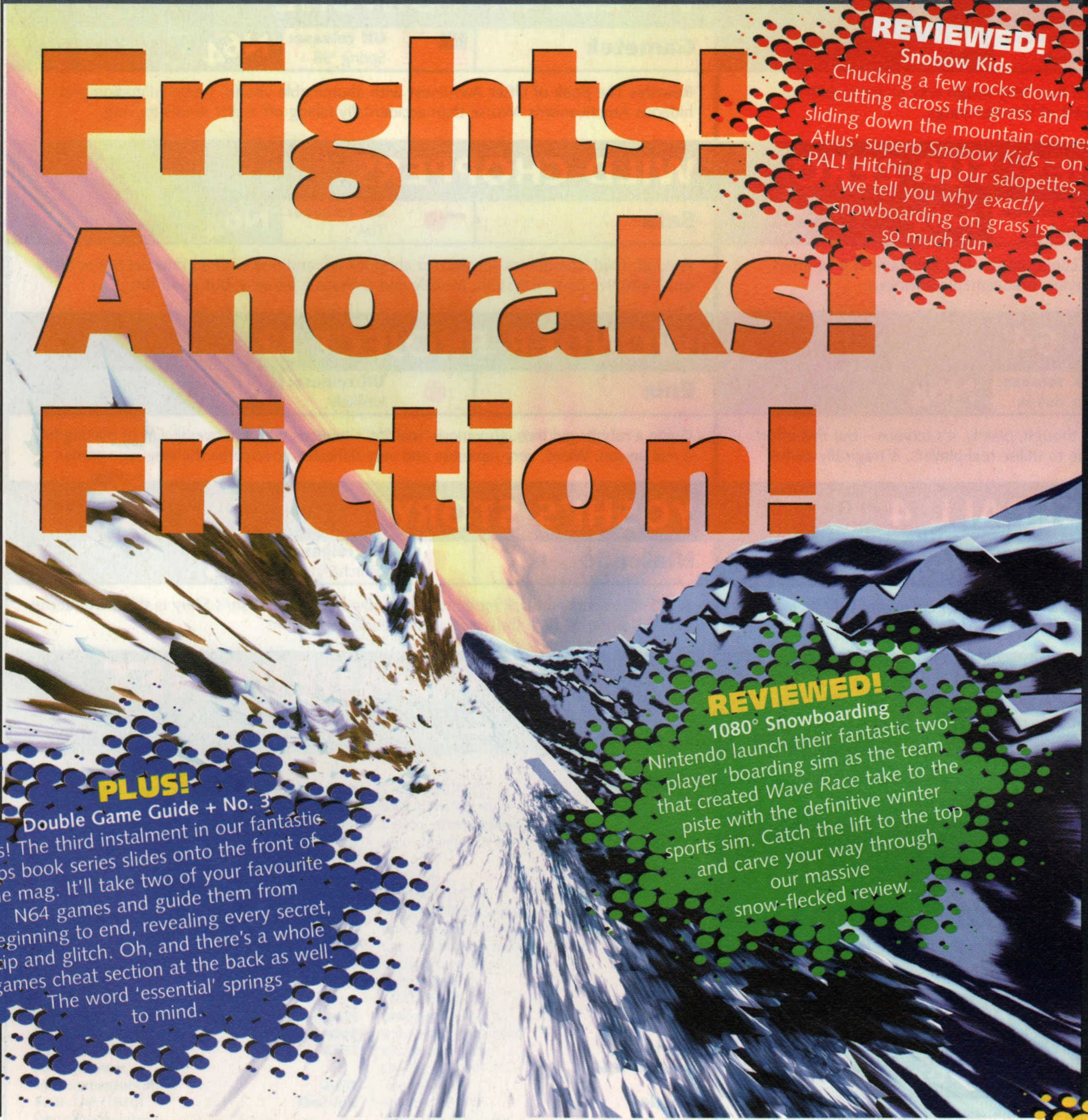
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**N64** Magazine has its own little corner of the information superhighway at *www.futurenet.com/gamenetn64/* You'll find the lowdown on the latest issue of **N64** Magazine along with reviews, previews and even a chat page.



# Coming soon in...

N64 MAGAZINE ISSUE 14



# Frights! Anoraks! Friction!

**REVIEWED!**
**Snobow Kids**
Chucking a few rocks down, cutting across the grass and sliding down the mountain comes Atlus' superb *Snobow Kids* – on PAL! Hitching up our salopettes, we tell you why exactly snowboarding on grass is so much fun.

**REVIEWED!**
**1080° Snowboarding**
Nintendo launch their fantastic two-player 'boarding sim as the team that created *Wave Race* take to the piste with the definitive winter sports sim. Catch the lift to the top and carve your way through our massive snow-flecked review.

**PLUS!**
**Double Game Guide + No. 3**
Yes! The third instalment in our fantastic tips book series slides onto the front of the mag. It'll take two of your favourite N64 games and guide them from beginning to end, revealing every secret, tip and glitch. Oh, and there's a whole games cheat section at the back as well. The word 'essential' springs to mind.

**Plus! One very special blue-haired guest star. You know who we mean.**

**The April issue of N64 Magazine will be on sale Wednesday, 25th March!**

## index to N64 issue 13



**AND!**
Everything PAL and import reviewed, stacks of pictures from the biggest new games, eye-wateringly huge guides, spunky features and more N64ness than any other mag. You love the N64, we love the N64, let's disco!

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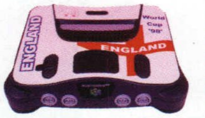
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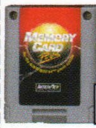
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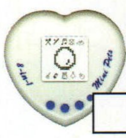
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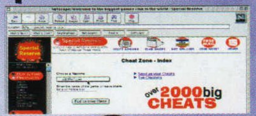
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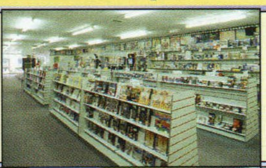
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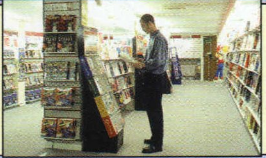
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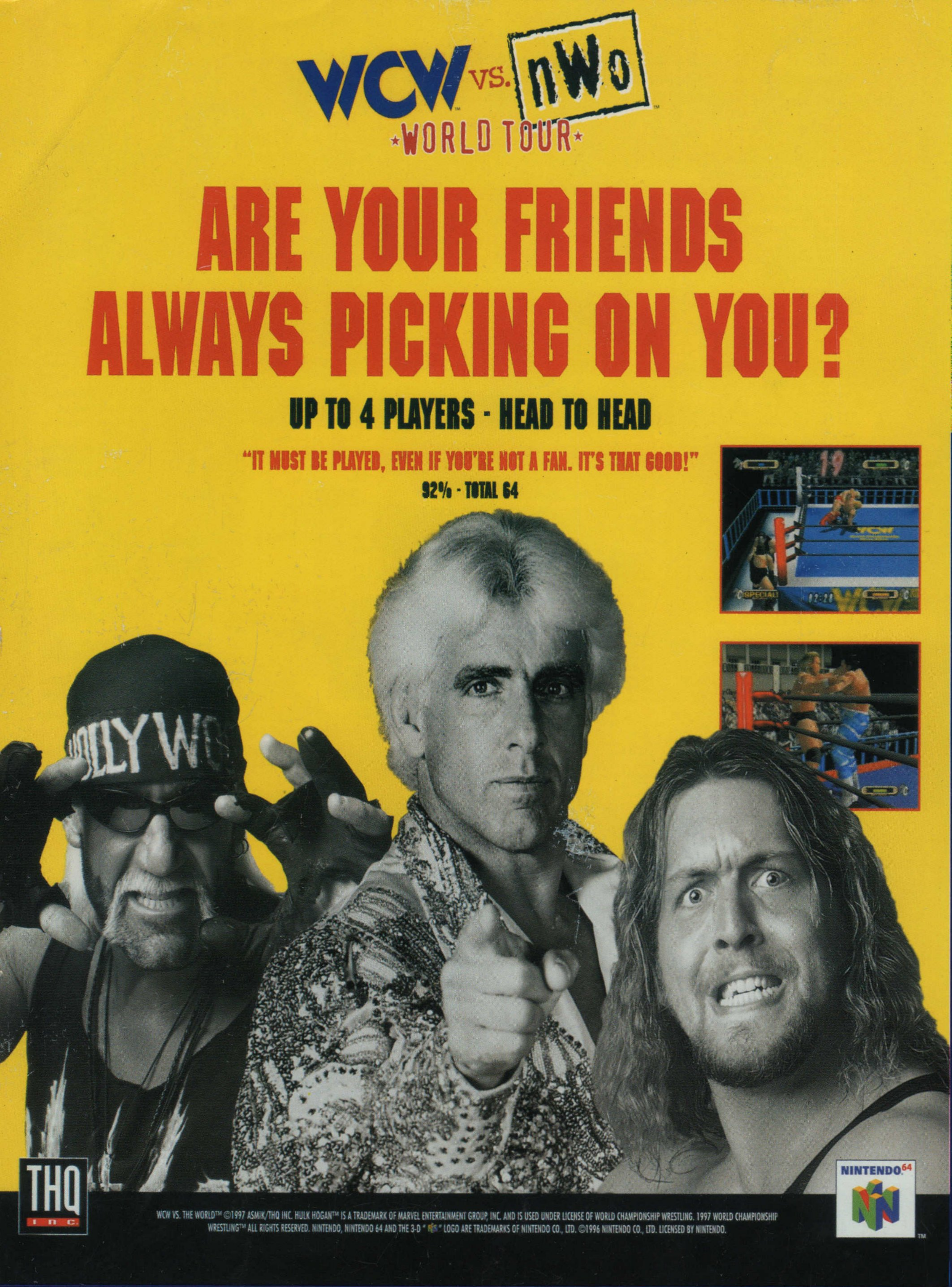
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N64 MAGAZINE
13 MARCH 1998

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SIM CITY 2000
PACHINKO WORLD 64

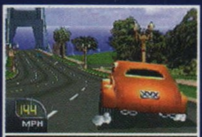
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